RPGA® Network Headquarters
P.O. Box 707
Renton, WA 98057-0707

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POLYHEDRON® MAGAZINE

LEARN HOW TO STEAL STUFF!

A special issue for our most larcenous readers...
Club Decathlon Winner List
Winter Fantasy in Review
Gen Con/Origins Preview

Monsters of Rot Craptacular! — Fill out the readers survey!

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EUROPE
RPGA Network
PO Box 2031
2600 Berchem
Belgium

AUSTRALIA & SW PACIFIC
RPGA Network
P.O. Box 3391
BMDC
ACT 2617
Australia

NORTH AMERICA
(and everywhere else):
RPGA Network
P. O. Box 707
Renton, WA 98057-0707
USA

Phone: 425/226-6500
Fax: 425/226-3182
E-MAIL
rpgahq@wizards.com

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2000 GEN CON GAME FAIR

Event	Marshal	Cost	Thursday Slot 1 8a-12	Thursday Slot 2 12-4p	Thursday Slot 3 5p-9p	Thursday Slot 4 9p-1a	Friday Slot 5 8a-12	Friday Slot 6 12-4p	Friday Slot 7 5p-9p	Friday Slot 8 9p-1a	Saturday Slot 9 8a-12	Saturday Slot 10 12-4p	Saturday Slot 11 5p-9p	Saturday Slot 12 9p-1a	Sunday Slot 13 8a-12
Characters Provided															
AD&D® 2nd ed. Replay	E	$2.50			569			570				571		572	
Alternity® Dark Matter™	H	$2.50	624		625									626	627
Amber Diceless Roleplaying	MM	$2.50								675					
D&D® Open	S	$2.50	525	528	529		530	531	532		533	Semi	Semi		Final
D&D National Championship	N	Invit			537		538					Semi			Final
D&D Feature	F	$2.50	553			554	555		556	Semi	Semi			Final	
D&D Team	F	$18/team			550			551					Final		
D&D Masters	N	$2.50	545			546		547		548				Final	
D&D Grand Masters	N	$2.50							543		544				
D&D Paragon	N	$2.50		541									542		
D&D Benefit	E	$5.00	560				561		562		563				564
D&D Special	E	$2.50		565		566				567			568		
NASCRAG D&D Game	A	$2.50			573	574		575		576		Semi		Final	
Call of Cthulhu Feature	PP	$2.50		635				636				637		638	
Feng Shui	MM	$2.50										671			
Legend of the Five Rings	P	$2.50	643				644			Final					
Rolemaster	AA	$2.50				654			655						
SAGA Dragonlance®	P	$2.50		646					647			648			
SAGA Marvel Super Heroes	PP	$2.50			639				640		641		642		
Shadowrun	MM	$2.50	674												
SLA Industries	MM	$2.50					670								
Sovereign Stone	MM	$2.50			666				667		668				669
Star Trek (8-hr event)	MM	$5.00											672		
Star Wars	P	$2.50				649		650							651
Living™ Campaigns															
Xena/Hercules	MM	$2.50		679											
Living City™ Benefit	B	$5.00	579		580							581			582
Living City Feature	B	$2.50		583		584					585		586		
Living City Masters	J	$2.50	587	588										589	
Living City Interactive	SJH	$10.00			590										
Living Greyhawk™ Benefit	L	$5.00					591		592		593		594		
Living Greyhawk Feature	L	$2.50						595		596		597		598	
Living Greyhawk Special	Q	$2.50					599		600	601					602
Living Death™ Enigma	D	$2.50			603				604			605			
Living Death Feature	D	$2.50		606				607			608				
Living Death Interactive	SJH	$5.00												609	
Living Jungle™ Feature	D	$2.50	610			611									
Living Jungle™ Challenge	D	$2.50					612			613					
Living Jungle™ 3E Premiere	D	$2.50												614	615
Living Jungle Interactive	LARP	$2.50										1376			
Living Verge™ Feature	H	$2.50		616			617		618		619				
Living Verge Special	F	$2.50				620		621		622			623		
Chronicles of Darkness	MM	$2.50				676		677					678		
Run Out the Guns	AA	$2.50		656	657	658		659	660	661		662	663	664	Final
Earthdawn Threads of Legend	LARP	$2.50					652				653				
Virtual Seattle Feature	Q	$2.50	628				629				630				
Virtual Seattle Special	Q	$2.50			631			632						633	

* numbers are event numbers to use when signing up

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erik's editorial

THE MONSTERS OF ROT

I've got a soft spot in my heart for the *Fiend Folio*™. Like most of us who date back to the 1st Edition of the Advanced DUNGEONS & DRAGONS® game, I found numerous gems within those pages. The *Fiend Folio* first brought us the crypt thing, death knight, Lolth, drow, and kuo-toa, all of whom now claim well-deserved spots in the pantheon of cool D&D critters. Perhaps most importantly, it introduced the grand daddy of monstrous cool, the Githyanki. But even that monster was not enough to overcome that "other" aspect of the *Fiend Folio*. The book that gave us the shadow demon must live with the soul-stain that comes with being responsible for the *flumph, adherer, al-mi'raj, protein polymorph,* and the *tirapheg*, described as a naked, hairless "tripedal hermaphrodite." But the list doesn't stop there. The *Fiend Folio* is a veritable encyclopedia of sucky monsters.

There's no denying that at least a quarter of the creatures in the *Fiend Folio* were morts of the first order, misfits of science and magic perhaps best left unimagined in the first place. To understand how rejects like the dreaded *C.I.F.A.L. (Colonial Insect-Formed Artificial Life)* could make it into an official product requires some understanding of what the *Fiend Folio* was all about.

During the game's first decade, the popularity of Advanced DUNGEONS & DRAGONS spread from the United States to the rest of the world. It caught on strongly in Great Britain, where a popular gaming magazine ran a regular feature called the "Fiend Factory," which added dozens and dozens of reader contributions to the ever-growing list of AD&D monsters. In 1981, the UK division of TSR published a collection of these critters in the *Fiend Folio*, a hardcover rules tome structured in the format made popular by the *Monster Manual*™.

Sure, a few of the monsters in the *Folio* were from Gary Gygax or other TSR staffers, but the bulk of them came from the minds of the fans themselves. That makes *Fiend Folio* the most eclectic of all the 1st Edition products. There's a freshness, and a quirkiness, to it that's lacking from too many gaming products. As you turn each page of the *Fiend Folio*, you quite literally have no idea what you're about to find. You might end up with a compelling, interesting critter, or you might end up with a bad guy so laughably unscary that its unintentional irony make it a gem worth remembering for decades.

In the nearly twenty years since TSR published the *Fiend Folio*, I've come to discover that I remember it fondly not because of the githzerai or slaad, but because of those misfit creatures, those monsters love forgot. The idea of a fan-compiled monster book was a good one, and a whole lot of good came from it. In that spirit, with those of us who consider ourselves fans of the DUNGEONS & DRAGONS game counting the months to a new 3rd Edition of our favorite game, I've decided to run a contest here in the pages of POLYHEDRON™.

The 1st Annual Fiend Folio Memorial Monster Creation Celebration (FFMMCC)

Send your completely original, never-seen-before D&D monsters to the mailing address below, or send electronic files to polyhedron@wizards.com. Keep individual submissions below 400 words, and write them up in standard 2nd Edition format. We'll run the best of the monster submissions, updated to 3rd Edition by our crack staff of editor, as part of our oversized monster spectacular issue 145. We'll even commission swank new illustrations of your beastie, so be sure to tell us what it looks like. The coolest three monsters will net their creator a free copy of the 3rd Edition Monster Manual, an October release.

But please, no tripedal hermaphrodites.

ERK

Publisher
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Worldwide RPGA Manager
David Wise

Editor
Erik Mona

Art Director
Mark Painter

Subscriptions
Game Support (800) 324-6496

Production
Donna Woodcock

Graphic Designer
Sean Glenn

Cover Artist
Hannibal King

Lame Monsters
The British

WORDS FROM THE WISE

The Big Cheese wants to know what you think! The tsunami of responses from last month's question so enthused Worldwide RPGA Manager David Wise that he's been harassing the POLYHEDRON offices for weeks, begging us to continue his special section of our favorite magazine. Since we respond well to groveling (especially when it comes from our boss), look for Words From the Wise as a regular feature from here on out! Check this space every month to find a special question from David, and let him know what you think!

Question 2: What game, other than DUNGEONS & DRAGONS, do you most enjoy?

Please send your responses to wiseguy@wizards.com, or David Wise, c/o Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707. Tell him POLYHEDRON sent ya.

All Virtual Seattle players are reminded that new rule books do not come into play until at least six months after their release date. *Man & Machine* will not be in play until July 1, 2000. What is, and is not, in play from Man & Machine will be posted on the official Virtual Seattle Web site. ■

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notes from HQ

TO VOTE, OR NOT TO VOTE...

With the advent of 2000, the RPGA® introduced the "no-vote" option to the standard scoring packet. A brief explanation was given last issue, but as the option can be somewhat confusing if you don't know why we introduced it in the first place, I thought a few more words on the topic would help everyone out.

The no-vote option allows groups of players to play an RPGA game without going through the complete scoring process. In using the no-vote option, the game master records everyone's names and RPGA numbers in the proper places on the back of the scoring packet, fills in the convention and scenario information, checks "no-vote" at the top, and submits the packet. When the packet is entered into an approved entry program, point values are assigned to the various fields. The values assigned are:

Judge score: 140 **Player score:** 10
Player placement: 4th **Team score:** 18
Scenario score: 0

This results in a player point value of 332 for all participants, and a score of 350 for the game master, when played at Feature level.

What is the purpose of allowing people the no-vote option? To put it simply, there are a lot of people who hate the voting paperwork, and some of them don't play RPGA tournaments because of it. Also, new players can be intimidated and driven off by the voting process, which may seem to be too much extra work just to play a roleplaying game. So, to answer these needs, we have allowed this new option. The no-vote option is also very useful for online play, interactives, and demos — all situations in which deciding who did the "best" job is a lot more difficult than in a normal table-top tournament experience.

On the other hand, the no-vote option is new and can be confusing to people who are used to the voting system. When does one vote, or not vote? Is voting related to the option in the scenario ordering system to run games as "competitive?" Do we automatically assign the no-vote option to any games?

The no-vote option is not directly related to the choosing of events as competitive. It is indirectly related, in that you have to vote to award prizes for tournaments, but you do not have to vote at all tables of a competitive event simply because it is competitive, and you do not have to use the no-vote option for all game days and home play where the events are run as non-competitive. It sounds more and more confusing, but really it is not. The main thing to remember is how to know when to vote, and you will be fine.

The convention coordinator determines whether the RPGA games at their convention should use the voting or no-voting option. If the convention coordinator says you vote, then you vote. If the coordinator says not to vote, or that he/she doesn't care if you vote, then the decision moves to the table itself. If an event is designated by the convention as "voting optional," then the players and game master decide AT THE BEGINNING of the game whether to vote or not. This way, conflicts about being at a no-vote table can be resolved at marshaling, and arguments can be avoided. This is supposed to be fun, remember?

So what about partial scoring, where we rate the game master but don't vote for best player? Convention coordinators can require partial scoring on their end, but the arbitrary points values will be used instead of the real scores in all these cases (since you will not be able to enter the player placements properly). So if the convention coordinator asks that only the judge be rated, judges should expect that the points database will reflect their points as 140 rather than whatever that the players gave them.

The good news is that whether the group votes or the group does not vote, the entry of points is essentially the same. Points are posted the same way, and we flag in the database by table whether voting took place or not. No-vote tables are excluded from reports like the Top 50, Top Scenarios, and determination of invitations to championships. You won't be penalized for the arbitrary scores. On the other hand, if you need to qualify for a spot in the nationals, you might want to be at a table that votes.

We do not intend to add grief to anyone with this new option, just allow people who want to play and don't care about voting to play RPGA games and enjoy themselves. Keep in mind the rules on how to decide whether to vote, and keep having a good time playing RPGA tournaments!

Until next time....

SCORING INTERACTIVES USING THE NO-VOTE OPTION

The no-vote option allows RPGA members to score points for interactives and LARPs, something we previously had not been able to allow. To score an interactive or LARP, simply divide the players into groups of six to eight, and use one of the LARP volunteers or organizers as the judge. Try to use all the people who helped run the LARP one time before duplicating anyone, so that everyone gets some points. And try to be fair in assigning packets to "judges," so you don't slight anyone who really helped. It is easiest to have the players sign in on the back of the scoring packet as they enter the LARP. Then fill in the event information and submit/enter the packets with the other packets from the convention.

If your interactive or LARP is to be scored, it needs its own name in the RPGA database. Provide the LARP name to your appropriate Branch Manager before the show, and we'll make sure that it is entered so that you can process the packets.

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1999 DECATHLON IN REVIEW

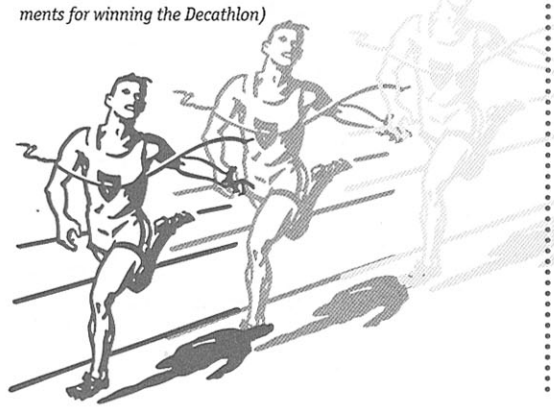
The dust has settled on the 1999 Network Clubs Decathlon. After months of intensive, blood-sweating competition, one club has proven itself against its peers. Last year, 23 of 85 eligible RPGA® clubs participated in the decathlon. Their total scores for each event appear below, along with the final scores.

TOURNAMENT PLAY

In 1999, RPGA-sanctioned games were held at more than 1,200 separate gatherings. At conventions, gamedays, and retail stores around the globe, Network members enjoyed the fine games that the RPGA has to offer. RPGA HQ sent special decathlon events to 32 of those gatherings, inviting representatives from all network clubs to compete, pitting the best against the best in special tournament competition. Below are the clubs that participated in Tournament Play events, and the points they earned throughout 1999.

PM Players 13
GEAR 13
DAWN 12
Fellowship of the Black Spot 9
DWO 9
OSQUIP 7
GAM 7
CARP 6
WARLords 6
Clarksville Gamemaster's Guild 5
House of Dragons 5
Waterdeep Boy's Club 5
The Mob 5
Fellowship of the Blade 3
***GLARPGAC** 3
***ARC Fellowship** 3
***DOGS** 2
***Black Hand Gaming Society** 2
***DragonWing Roleplaying Society** 1

(denotes clubs which did not enter a team event, one of the requirements for winning the Decathlon)*



CREATIVE EVENTS

The Creative Events give club members a chance to show off their talents, and last year's competition was one of the best ever. The ten creative events, with the finishers and point totals, are listed below.

BEST CHARACTER IN A SYSTEM OTHER THAN THE AD&D® GAME

PM Players 4
ARC Fellowship 2
BHGS, DWO, DWRPS, GAM, GEAR, GLARPGAC, OSQUIP 1

BEST NEW TECHNOLOGICAL ITEM FOR A SCI-FI GAME

DWO 4
DAWN 2
DOGS, The Mob, OSQUIP, WARLords 1

BEST NEWSLETTER FOR THE FIRST QUARTER

ARC Fellowship 4
PM Players 2
DWRPS 2
BHGS, CGG, DOGS, FBS, GAM, WARLords 1

BEST NEW AD&D MONSTER

ARC Fellowship 4
OSQUIP 4
FBS 2
BHGS, CCG, DWO, DOGS, DWRPS, GEAR, WARLords, WBC 1

BEST ONE-ROUND TOURNAMENT

PM Players 5
ARC Fellowship 3
GAM, Magma Gamers , OSQUIP, WARLords, WBC 1

BEST CLUB WEB SITE

FBC 4
GLARPGAC 2
CARP, CGG, DWO, DWRPS, Lost Merchant's Guild, The Mob, OSQUIP, UCC 1

BEST NEW DECATHLON EVENT

WARLords 4
FBS 2
ARC, DWO, DOGS, DAWN 1

BEST MULTI-ROUND TOURNAMENT

PM Players 6
DAWN 4
ARC, DOGS, GEAR, The Mob, OSQUIP, WBC 2

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BEST REPORT ON THE GEN CON® GAME FAIR

FBS.....4
CARP.....2
BHGS.....1
DOGS.....1
DWRPS.....1

BEST PROPOSAL FOR CLUB-CONTROLLED LIVING™ CAMPAIGN

GEAR.....5
UCC.....3
GAM.....1
GLARPGAC.....1
WARLords.....1

MOST SERVICE TO THE NETWORK, THIRD PERIOD (AUGUST 1 TO NOVEMBER 30)

(No Entries in this event)

MOST CERTIFIED JUDGES BY THE GEN CON GAME FAIR

CARP.....4

MOST PLAYERS IN NON-LIVING CAMPAIGNS

GAM.....6
DAWN.....4
GEAR.....2

DECATHLON TOTALS

And the winners of the 1999 Decathlon? In the end, only one team of gladiators stood amid the gore and carnage of its defeated foes. Only one group had bested man and beast in the endless struggle of club against club.

SERVICE EVENTS

Clubs with an eye toward winning the decathlon had to enter one of seven Service Events. At the start of the competition, there were five events, but partway through the year we added two more.

MOST TOURNAMENT ROUNDS JUDGED, FIRST PERIOD (JANUARY 1 TO MAY 31)

GAM.....4
DAWN.....2
DOGS, GLARPGAC, LMG, The Mob, Old Oeridians, OSQUIP, PM Players.....1

MOST TOURNAMENT ROUNDS JUDGED, SECOND PERIOD (JUNE 1 TO NOVEMBER 30)

DAWN.....4
GAM.....2
DOBS, FBS, GEAR, The Mob, OSQUIP.....1

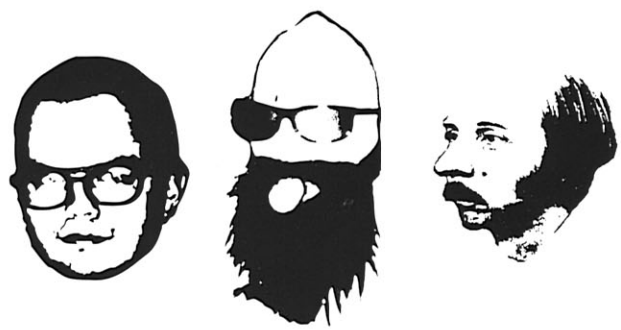
MOST SERVICE TO THE NETWORK, FIRST PERIOD (JANUARY 1 TO APRIL 30)

PM Players.....4

MOST SERVICE TO THE NETWORK, SECOND PERIOD (MAY 1 TO JULY 31)

CARP.....4
FBS.....2

First Place: The PM Players, 35 points earned (13 Tournament, 17 creative, 5 service)
Second Place: Dragons and Wizards Network (DAWN), 29 points earned (12 Tournament, 7 Creative, 10 Service)
Third Place: Gaming Enthusiast's Association of Rolla (GEAR), 25 points earned (13 Tournament, 9 Creative, 3 Service)
Fellowship of the Black Spot, 25 points earned (9 tournament, 13 Creative, 3 Service) ■



IF ONLY WE HAD ENTERED THE DECATHLON, OUR NAMES WOULD BE HERE INSTEAD OF OUR UGLY MUGS.

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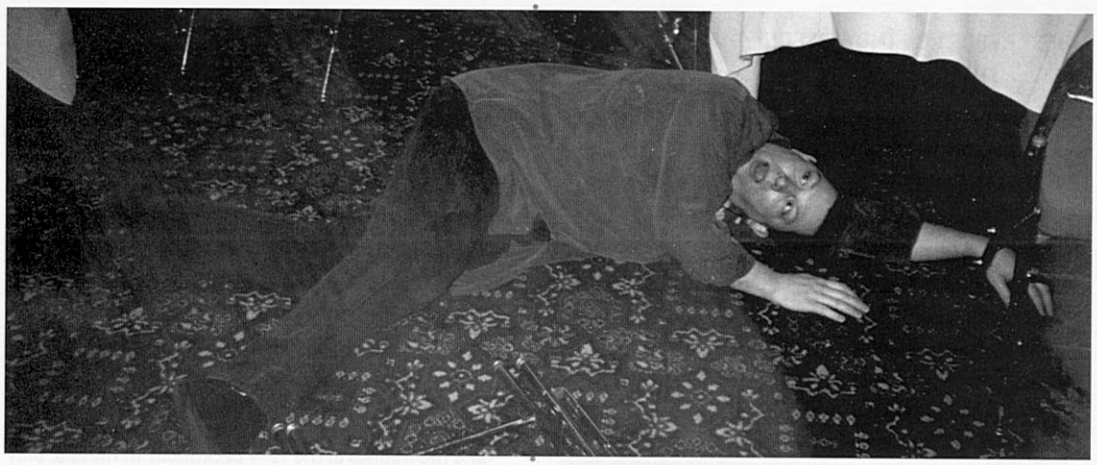

WF 2000 in Review

A SUMMARY OF THE BIG SHOW

January has tended to be a slow month for roleplaying, but this January, the games were hopping in Fort Wayne, Indiana. WINTER FANTASY™, the Network's signature convention, has claimed a new home. The atmosphere was laid-back, the hotel and town friendly, the costs low, the staff up-close and personal and the gaming fierce and fun.

Nearly 600 attendees made the trek to the wilds of Fort Wayne to participate in four days of gaming and member meetings, plus two more days of the annual RPGA® Summit. The Grand Wayne Center, home of the convention for the next few years, has room to grow and a will to please. All the comforts of hotel life, from restaurants and bars to a pool and hot tub, are at the guest's disposal. Meanwhile, the center lies within a block or two of lots of fast-food restaurants, which were frequented by nearly everyone at the convention. Indiana's weather held fair all weekend, except for a light dusting of snow on Thursday, and the appearance of winter without the rigors thereof added atmosphere to the show.

RPGA members came from across the United States and around the world to play games and talk about the future of the Network, to hear from regional directors, and to learn the results of the vote to determine the future of the Living City campaign once Third Edition DUNGEONS & DRAGONS® hits the streets. Representatives of seven different countries were present, making the show the most international Winter Fantasy ever. Branch Managers Ian "Twin" Richards (UK), Ann Van Dam (Europe), and Wes Nicholson (Asia-Pacific) were very involved with the show, running games and meeting with members. Ian said after the show that he had made more friends at the show than he had at any other show he had ever attended — high praise indeed, and indicative of the very friendly atmosphere that has become one of the hallmarks of Winter Fantasy.

Two hundred and seventy-three tables of games were run at the convention, soundly beating the 1996 convention record of 224 tables. WINTER FANTASY always boasts scenarios important to our LIVING™ campaigns. This year's convention included "The Scars That Never Heal," which concluded the LIVING CITY's Glasya/Sune storyline, and "A Chance Run-In," a preview of Third Edition DUNGEONS & DRAGONS and the Network's new LIVING GREYHAWK™ campaign. The preview event will be available at conventions until Gen Con; get your local LIVING GREYHAWK triad to run it at a show you'll be attending!

Future WINTER FANTASY Conventions

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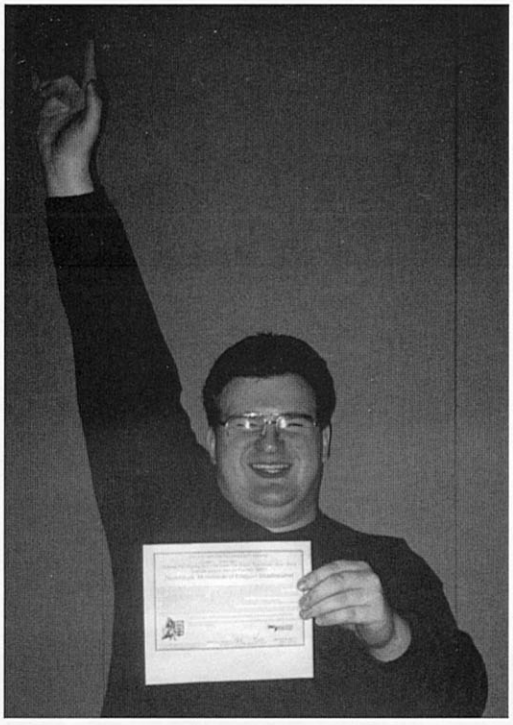


will include meetings pertaining to club operations and activities, and members will be tapped to help us make key decisions about the future of the RPGA. This year, those members interested in the LIVING CITY got to hear from the directors on what has been accomplished since we changed to the board of directors format, and the news was overwhelmingly positive. They also got to bid outrageous amounts of money to throw the directors into the hotel pool (all captured on film!). Later in the convention, the North American Regional Directors reported on activity in their regions, and "DJ Dave" Wise (the Big Cheese-head) delivered his vision of the club's future until someone distracted him and they managed to pry the microphone from his hands.

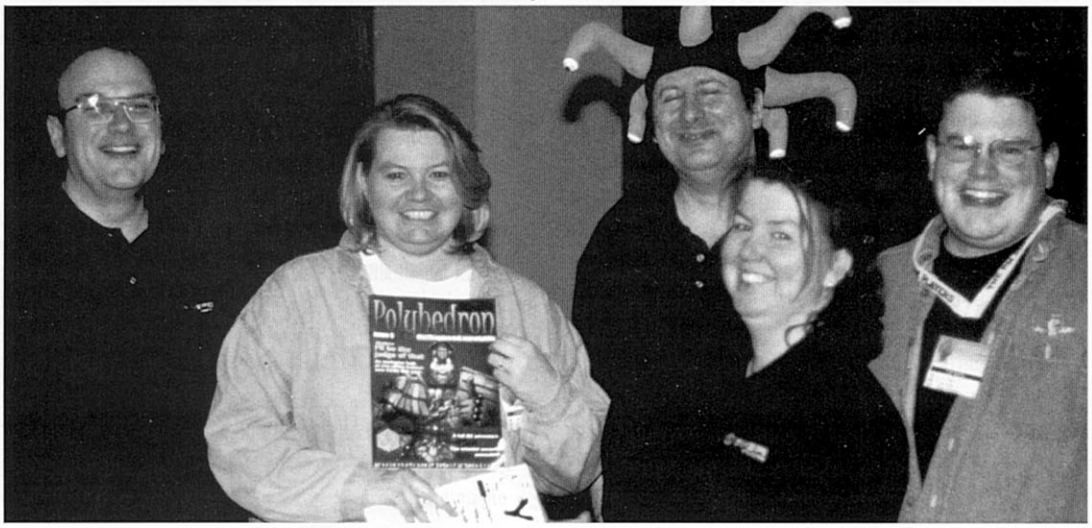
As always, we ran several charity games and events and the auction. The total from these activities is still being computed, but we raised more than $2000 for Literacy Volunteers of America. Members can take great pride in knowing that the money raised will help a lot of people learn to read. Many thanks to all who contributed!

The two days before the convention were occupied by the RPGA Summit, an annual gathering at which members can discuss issues important to the Network. Sixty members were involved in two days of discussion. Topics ranged from the future of the RPGA to the uses of roleplaying in education. Many, many thoughts, ideas, and suggestions arose, and we are still combining all the notes into a coherent set of documents. We are very excited by the discussions, and plan to implement as many of the ideas as we can in upcoming programs this year. A fuller disclosure of the discussion points raised will be posted to the RPGA website (http://www.wizards.com/rpga) as soon as we can get it compiled. (It's probably up now, so go look.) Next year, we'll announce the summit topics well in advance of the show, and those who can't make it can send along their thoughts with their RDs.

Two Pinnacle awards were given at the convention: Top Player and Top Judge. The Top Player award went to Jason Buhlman, who also took the Top Player honors at Gen Con last year. His average player score was 22.53. The top judge was Chuck Wharton, with a judging average of 176.09. We had five occurrences of perfect judge scores, three by relatively new judge Raymond August Hahn. Only a data entry error prevented him from being named Top Judge. Three players advanced from the three-round AD&D Feature, "Thief of Dreams," right to the National Championship at the GEN CON® Game Fair this year. They were Craig Campbell, George Fulda, and Paul Mathis.

Of special LIVING CITY interest, a number of characters were honored with special rewards or items for their parts in the adventure "The Scars That Never Heal": Tony Scalise, of Minnesota (pictured top left), walked away with an elven *moonblade*, customized to his character Ellaquin Shadowsteel. Six priests and paladins of Sune were rewarded by their goddess with an extra point of Charisma. Jae Walker's PC, Lady Dora, now sports a Charisma of 21! (Avert thine eyes, lest ye be blinded, mortal!)

Well before the convention came to a close, the staff and members began planning next year's Winter Fantasy. Once you see our plans, we think it's going to be awfully difficult to pass it up. We hope you're free next January, and able to make it to Fort Wayne. Set aside January 25-28, 2001 now. The good times await! ■



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living city update

LIVING CITY POST-WINTER FANTASY™ 2000 BY TROY DANIELS

We're converting. Option One was chosen.

There. I got it out, and I feel a lot better now. For more than five months we've been taking and tabulating the votes you've been sending to RPGA HQ via mail and online forms. The results of the vote to determine the fate of LIVING CITY™ was one of the many announcements at this year's Winter Fantasy™.

THE VOTE

You're probably aware that there were two separate conversion options. Option One was to convert current characters to Third Edition DUNGEONS & DRAGONS®. Option Two was to restart the campaign with all new characters. After all the votes were counted, it was determined (by a very close margin) to take Option One. Thus, at the GEN CON® Game Fair 2001, we will continue the campaign with existing characters and magical items converted to the new rules. The specifics and details that we know at this time are as follows:

GEN CON® 2000 will see the release of the *Player's Handbook®*, giving fans the first true glimpse of the future of DUNGEONS & DRAGONS. However, the LIVING CITY campaign will not actually convert to the new rules until GEN CON 2001. This gives the campaign staff time to learn the new rules and come up with conversion guidelines.

Each GUILD-LEVEL™ and FAMILY member of the RPGA will be allowed to convert 40 magic items from their current stock to Third Edition magical items. Magical item conversion will begin at WINTER FANTASY 2001.

The Campaign Staff is certain that not all magical items will be converted. We are committed to giving the membership advance warning of which items won't be making the transition.

The Campaign Staff will implement programs that will allow players to trade some items in for items which are compliant with the new rules in advance of the conversion effort. These programs should premier at Origins 2000.

Bonus attribute points and bonus skills will be addressed as follows: Players who have PCs with bonus stat points or skills should send documentation or explanations to the LC Certs-by-Mail address (CBM/PO Box 405/Hilliard, OH 43026) by Gen Con 2000. Requests which are approved will result in letters being issued to the players naming the characters and the bonuses to apply when converting the character to the new rules. Requests received after GEN CON 2000 will not be granted. The *Gift of Salome* will not be converted and will leave the campaign as of Gen Con 2001.

Magical items that premier at GEN CON 2000 and beyond will be Third Edition compliant and will not need to be converted.

Preliminary Conversion Guidelines will be available at WINTER FANTASY 2001 and detailed rules will be available shortly thereafter.

Specific questions regarding items, boons, or other conversion questions will not be answered until the Campaign Staff has had a chance to review the new rules and can make an informed decision.

STAFF CHANGES

Below you will find the new LIVING CITY Board of Directors. Contact information has also been provided so that you may get in touch with us. We look forward to hearing from you!

Director of Information — Brooks Banks — lcinfo@rpga.net
All information dissemination usually comes from this branch in the form of press releases, Web site updates, and Trumpeter publications.

Director of Organizations — Greg Sherwood — lcorgs@rpga.net

The Organization Branch covers all aspects of the campaign that characters can join. This includes such groups as the City Watch, Knighthoods, Wizards Guild, Clerical Circle, Bards Guild, and others.

Director of Expansions — Gail Reese — lcexpansions@rpga.net

The Expansion Branch has broad powers and works with the other directors to make new opportunities for the campaign. The Procampur Expansion and High Level Campaign Expansions are good examples of what this directorship covers.

Director of Activities — Cindy Mullins — lcact2@aol.com

This is the most visible of all branches, as all interactives must pass through Activities before you see them at your convention. Magic Shops, Proficiency Post, and a whole host of other fun and exciting activities are covered by this branch.

Director of Plots — Troy Daniels — lcplots@aol.com

The weave of stories, plots and characters through the campaign is the responsibility of the Plots Branch. All modules go through this branch, as do all interactives that are plot-based.

Besides doing the Director of Plots job, my fellow directors have seen fit to show their confidence in me by making me the Chairman of the Board for all the directors. I will be overseeing and helping to guide the campaign with their guidance and support as we move into the year 2000 and beyond. If you would like to contact me directly, or are not sure who to talk with about an issue, please email me at lcchair@aol.com, and I will answer your question or forward it to the person best suited to the task.

In closing, I would like to remind everyone that it is YOUR campaign. We may lead the campaign, but we cannot do it without dedicated people like the Campaign Coordinators and loyal volunteers. The Campaign staff looks forward to the coming year, the challenges that it presents, and the new friends we hope to make. ■

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A LOOK AT THE BIG ONES

origins/gen con preview

If you're looking for the best roleplaying games this summer, then you've just hit the motherlode. The RPGA® coordinates a host of events at the ORIGINS® Game Expo and the GEN CON® Game Fair, so we'll be pretty busy showing you the best possible time we can. We are committed to the promise that we will have a game for you in every "slot," and a good game master to take you through it.

GAMING FUN AT ORIGINS GAME EXPO

SPOTLIGHT ON LIVING CITY™

LIVING CITY fans have a lot to be excited about at this year's show. We are presenting five brand-new LIVING CITY events, one of which is two rounds long! Plus, we are bringing back two Living City games from the past, one of which is the extremely popular LIVING DUNGEON. The Living Dungeon is a diorama-based game involving miniatures and incredible scenes designed by Game Base 7, one of our Network clubs. Lastly, we'll have two related premiere episodes of our LIVING CITY High-level Underdark campaign at Origins, a *"Weekend in the Demonweb"* extravaganza. Venture into Lolth's domain to find vital clues to the location of the fabled *Orb of Protection*. These adventures set the stage for the final Underdark campaign adventures this fall. High-level Underdark adventures are for characters 10th level and above, and the games last eight hours each. That's a total of 40 hours of LIVING CITY play! You cannot spend the whole convention in the LIVING CITY, but you can come close.

Our live-action LIVING CITY games have become very popular, both as a way of participating in the meta-game aspects of the campaign and for the plots and activities themselves. You must be a paying member to play in the LIVING CITY interactive, but you'll have a good time if you like live-action gaming. This year we present *"A Knights' Review."* The knighthoods of Ravens Bluff invite the adventuring communities and their families and friends to attend an open revel in honor of the Summer Meet! All of the knighthoods will be on display and will be sponsoring various events throughout the day. Knights, squires and the common man should come prepared to challenge themselves both physically and mentally. Jousting, Archery and other martial challenges will be available as well as gaming and intellectual pursuits. Prizes will be awarded to all who participate. Each of the knighthoods will be sponsoring a guild or activity in their hall, so that adventurers and guilds alike can share in the evening. Those guilds that are expected to attend include the Wizards Guild, Clerical Circle, Bards Guild, Proficiency Post, Merchants and Land Coster, The Census Bureau, the magic shop, and many others. These meta-game activity booths will also be open at other times during the convention to take care of your needs.

ANYTHING BUT LIVING CITY, PLEASE!

Don't like the LIVING CITY? You'll still find a lot to do. With 36 hours of AD&D® games, 24 hours of other games with pregenerated characters, and 24 hours of LIVING™ Campaign events which are not LIVING CITY, we are sure you can spend most of your convention playing whatever you like. Check out the game grid on the mailer to see event times.

TOP PRIZES

At ORIGINS this year, we will honor the top RPGA player and game master with special trophies and prizes. The top player and game master will be determined by average score of events played, with a minimum of six games played or judged. You can do that without even playing half the hours of the convention! The top player and game master each will receive $100 worth of new Wizards of the Coast roleplaying product and free admission to Origins 2001. So if you like to compete in your roleplaying, come prepared to do your best to out-roleplay everyone at the convention. If you just want to play for fun, you can do that too, and you might win anyway.

Most of our events are individual play events, in which individuals advance, or "win." However, we have one team-advancement game, the AD&D Team Event. In this two-round game, teams of six players compete for the top spots. The winning teams will receive prizes and plaques. To sign up for this event, the team captain should buy an event ticket ($18) for the whole team.

FOOD

RPGA games at Origins are right next to the food court in the convention center. Literally, it is about 20 feet from the games to the food. So you'll be all set, and you'll know how to tell your friends to find us.

THE RPGA WORLD'S FAIR AT THE GEN CON GAME FAIR

The RPGA's theme for the show is the World's Fair, and as with fairs there is a different focus for each day of the show. We have lots of special events in store, so read on.

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THE MIDWAY

RPGA is D&D headquarters at the Game Fair, and we present the fullest slate of 3rd Edition D&D games you'll find at the convention. As a special feature this year, all roleplaying games and demos sponsored by Wizards of the Coast are RPGA-sanctioned games. From demos in the exhibit booth to the *Dungeon Delve* to special games run in the 3rd Edition Room, the RPGA is everywhere you want to be!

If you are not a great fan of D&D, do not despair. Our 3rd Edition D&D focus does not mean that we have neglected you. We have scheduled a wide variety of tournaments in game systems such as *Amber Diceless Roleplaying*, Last Unicorn's *Star Trek* game, *Call of Cthulhu*, *Traveller*, *Changeling*, West End Games' *Star Wars®*, *SLA Industries*, *Legend of the Five Rings*, *Feng Shui*, the MARVEL SUPER HEROES® Adventure Game, and more. Additionally, RPGA is sanctioning all AEG *Legend of the Five Rings* and *7th Sea* games at the show. Check out the game grid on the mailer to see all there is to do. The event descriptions are online at www.wizards.com/rpga and in the GEN CON pre-registration book, which you will receive because you are a GUILD-LEVEL™ member.

WORLD'S FAIR WEDNESDAY: THE RPGA MEMBERS MEETING

Before the convention begins, the RPGA gathers together at the Members Meeting. This year's meeting will include our famous Charity Auction, a preview of the exciting happenings of the show, and a short speech from Worldwide RPGA Coordinator David Wise on the state of the Network. A brief question-and-answer session will close out the meeting.

RPGA Members Meeting, Wednesday 7 p.m. to 9 p.m., Solomon-Juneau Hall in the Arena Annex.

RPGA marshals and judge coordinators have separate meetings at 6 p.m. in Solomon-Juneau Hall.

RPGA members, and especially RPGA game masters, are invited to participate in a DM Boot Camp on Wednesday. This four-hour event will start at 1 p.m. and will teach attendees how to run 3rd Edition D&D games at the convention. Wizards R&D staff will be on hand to answer questions and mention specific changes from the previous edition. If you are judging RPGA events at the show, please plan to be there.

WORLD'S FAIR THURSDAY: THE LIVING CITY INTERACTIVE

Come to Ravens Bluff on Thursday and take part in our interactive event, Remembrances and Renewal, Thursday 5 p.m. to 1 a.m., Solomon-Juneau Hall in the Arena Annex. The LIVING CITY Campaign staff has been working hard on some new expansions for players, and at Gen Con we present two big ones: the elven community of the Highbank Forest and the new Dwarven Nation. These expansions will grant new options to players of two of the most popular races in our campaign. Look also for opportunities with the Wizards Guild, Clerical Circle, Bards Guild, Proficiency Post, Merchants and Land Coster, The Census Bureau, the magic shop, and many others. The elves and dwarves will be serving food to nibble on and drinks to wash it down. Come in costume and be prepared to have a great time.

We also will be running several of the booths that you normally find at the interactive at a special LIVING CITY Q&A table in the Arena throughout the convention. Check by to see what you can do when. These booths offer special character options to paying RPGA members, and include membership in organizations like the City Watch or the guilds or the Knights, and activities like Proficiency Post, where you can use your character's skills to create special items.

WORLD'S FAIR FRIDAY: LIVING GREYHAWK LAUNCH DAY

The advent of 3rd Edition has brought the RPGA into "ownership" of the oldest D&D game setting, the WORLD OF GREYHAWK®. This setting is the home of our newest and biggest LIVING campaign, LIVING GREYHAWK™. The world of Greyhawk has been divided and mapped onto the real world in such a way that every player has a home Greyhawk nation corresponding to their home state, province, or country. Players make characters and play them at conventions, game days, and at home Greyhawk campaigns. Get in on the launch of the biggest shared-world campaign ever by playing in our LIVING GREYHAWK events.

The campaign begins on Friday with three new LIVING GREYHAWK adventures. Two take place in the Free City of Greyhawk itself, and one ventures into the nearby Cairn Hills. Each of the Greyhawk regional game master groups will have information on hand for players from their nations, some of which will come into play during the adventures.

On Saturday you can take your character to a special Activity Center. There, you can follow treasure maps, create your heraldry, collect rumors from around Greyhawk, meet players and characters from other nations, and more. The activity center will rotate through the activities we have planned, from 8 a.m. until 9 p.m., so check the schedule on Friday.

Be sure to get your free copy of The LIVING GREYHAWK Journal #0, a 16-page preview of our brand new magazine, provided free to all attendees of the Game Fair. The LIVING GREYHAWK Journal will be sent to Guild-level RPGA members starting in September.

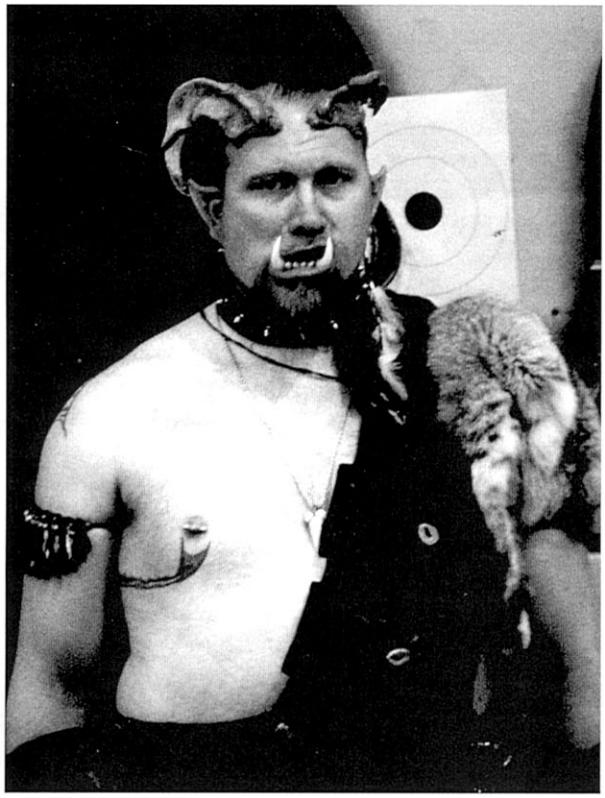
WORLD'S FAIR SATURDAY: THE LIVING DEATH™ RECREATION OF THE 1893 COLUMBIAN EXPOSITION

In 1893, Chicago hosted the World's Fair (or Columbian Exposition), a celebration of the discovery of the new world. This World's Fair saw the debut of the Ferris Wheel and Cracker Jacks, and the "Street of Cairo" exhibit introduced exotic dancing to the United States. The Midway Plaisance, the forerunner of all carnival midways, will be re-created for our LIVING DEATH interactive, but with a darker twist. Come in costume for an evening of fun, entertainment, and perhaps a little mayhem at the Midway Plaisance. Mayhem at the Midway, the Living Death Interactive, Saturday 9 p.m. to 1 a.m., Solomon-Juneau Hall in the Arena Annex.

TAKE HOME A KEWPIE DOLL

Pinnacle Awards: Every year, the RPGA honors those players and game masters who rise above the rest. This recognition comes in the form of Pinnacle Awards. Pinnacles are based on top player and judge score averages over a number of events related by genre or other criteria. This year, we will present five Pinnacle Awards for players and game masters.

Top Fantasy Classic Player and Game Master—all our D&D adventures, Legend of the Five Rings, Rolemaster, Sovereign Stone, and Amber. Minimum of seven rounds.



Before GEN CON®, Thornton used to get beat up every August.

Top Fantasy LIVING Campaign Player and Game Master — LIVING CITY, LIVING GREYHAWK, LIVING JUNGLE, *Earthdawn Threads of Legend*, or Rolemaster *Run Out the Guns*. Minimum of seven rounds.

Top Sci-Fi Player and Game Master — ALTERNITY® and LIVING VERGE™, *Star Wars*, *Star Trek*, *SLA Industries*, *Shadowrun* and VIRTUAL SEATTLE, MARVEL SUPER HEROES, *Feng Shui*, or *Traveller*. Minimum of six rounds.

Top Horror Player and Game Master — LIVING DEATH, *Call of Cthulhu*, or *Changeling* adventures. Minimum three rounds.

Top Overall Player and Game Master — Achieve the highest average as a player or game master across all RPGA roleplaying adventures (minimum seven) and win acclaim as the best player or game master of the World's Game Fair!

D&D Open Championship: The ultimate D&D team competition around the world is the D&D Open run at Gen Con every year. This is the one tournament that has always been run at GEN CON, for as long as there have been roleplaying events at the convention. Winning the D&D Open shows your true ability to work as a team and play D&D in all its aspects. The winning team this year receives fame and fabulous prizes, including free copies of the three core D&D 3rd Edition handbooks (as they come out). This year Wizards game designers will be judging slots of the D&D Open, so you may get a chance to play with someone famous.

Network Club Championship: Our special Network Clubs team event pits club against club in head-to-head roleplaying competition. The top three clubs win fame and prizes for their club libraries. Tickets will be sold to the team captain for the entire team, so we expect that anyone who signs up is bringing a complete team.

National Roleplaying Championship: The RPGA presents the ultimate in individual roleplaying competition. The National Roleplaying Championship showcases the best roleplayers in the RPGA Network. Participants for the National Championship are drawn from Regional Qualifier events around North America, with additional players invited from other countries. All participants play in a three-round elimination adventure, which comes down to a single table of players and two game masters. The winner receives acclaim, is profiled in POLYHEDRON® Magazine, and receives a free trip to Gen Con 2001 from anywhere in the world. The trip includes travel, hotel accommodations next to the convention, food, admission, and event tickets. To enter this event, contact your Regional Director.

Prizes for Games: Every RPGA game (except team events) provides a prize for the winner. Prizes can be picked up throughout the convention at onsite HQ. The RPGA does not send prizes after the convention, so be sure to pick yours up at the show. ■

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I met a dark lass in darker Ondeeme / Spells a-fly, spells a-cry-o! / She made me into a fish in a stream / And stole my coins all away-o

I stood in the dawn a-drip and alone / Spells a-fly, spells a-cry-o! / Shivering with nary a scrap or a bone / My dark lass gone away, all away-o

A passing bent farmer bid me good morn / Spells a-fly, spells a-cry-o! / He said the good gods I shouldn't so scorn / My dark lass gone away, all away-o

Loved you she must've, goodman, said he / Spells a-fly, spells a-cry-o! / For in mercy she left you two things of your own / Aye, I still had my life and my mind-o!

Oh, spells a-fly, spells all-a-cry-o! / My dark lass has gone away-o!

Dark Lass Gone Away
A ballad by an anonymous minstrel popular around the Border realms from the Year of the Wave to date

elminster's

A WAYFARER'S GUIDE TO THE FORGOTTEN REALMS®

Our look at the sorcerous land of Ondeeme continues this month with descriptions of the rest of the Slee.

SPELL-CAPTAINS OF THE MAGE-KING

Of lesser rank than the Samphanars are the Oedellars, or roving 'spell-captains' of the Mage-King, who aid and reinforce the Sampahanars as needed, and have the special task of quelling rebels and shadowing — and, if need be, slaying or frustrating the plans of — all mercenary and adventurer visitors to the realm.

The Oedellars are always on the move (often using the griffon steeds stabled at Ondeemar and two outlying tor-top posts, Shulla in the southwest and Fairwater, at the source of Fairwater Creek, in the east), and like to arrive unheralded, surprising those around them by sudden, brutal displays of authority.

All Oedellars bear badges (silvery metal half-spheres bearing the symbol of the Mage-King, a scepter with a wisp of flame rising from its dexter end, three gems circling the pommel at its sinister end, and two watchful eyes hovering above its midpoint) to identify themselves. All employ ironguard rings and various means of deflecting or absorbing spells (to protect themselves against the 'accidental' attacks of Ondeeman authorities "unaware of who they're facing" as well as foes of the realm), and all are ruthless males: three greybeards by the names of Ulchass Bruthor, Thaedrar Maengwiyn, and Ilivym Raglos; and a younger man, Nustrivel Graethgor.

'Old Ulchass' is a watchful, cautious man of stocky build, ice-cold gray-green eyes, and the grizzled remnants of a beard and once-grand 'sideboard' whiskers. He dresses simply, is known to wear a small arsenal of magical rings, and lives and dines simply. The various armsmen and Watchmen of the realm fear him perhaps more than anyone else save the Mage-King, because he's always among them (often in disguise), poking and prying. Men say Ulchass considers all implications, and prepares stratagems three or four actions ahead of most Borderers. Twice his timely moves of Slee-Swords and manipulations of passing adventurers have saved the realm from damaging attacks — wherefore he's considered by many sober thinkers as "the true anchor of Ondeeme."

Ulchass has slain one rival and no less than six treacherous magelings (onetime Nictars). He's thought to command both hidden magical powers — probably worn or carried items of powerful enchantment — and the favor of the Mage-King, who's never openly punished or thwarted him for his killings.

Thaedrar Maengwiyn is a thin, blazing-eyed, suspicious fanatic of a man, always torn between his desires to assert his authority cruelly over men (never women) around him, and his hunger to craft new spells. He's thought to have devised many small but useful modifications to existing magics, and for that reason to be the least controlled of the Slee. Tall and awkward, yet capable of moving in deft silence when necessary, he moves about the realm appar-

ently at will (in truth, Thaedrar has devised a spell that enables him to make multiple teleport journeys — up to six, within a three-turn period — between known doorways, so long as their doors stand open).

Thaedrar was born somewhere east of Impiltur, an area in which the Mage-King is thought by some to have established a hidden refuge.

Ilivym Raglos is a sarcastic, still-supple aging dandy of a man, much given to wearing black skintight silks and keeping a full wineglass always in his hand — and at least one beautiful woman always on his arm. He fancies himself the scourge of women everywhere, and is the sole Slee likely to be encountered beyond the borders of the realm, surveying adventurers, mercenaries, and other persons of note traveling or dwelling near Ondeeme. "Eyeing the trouble soon to come," Ondeemans call this pursuit, and it consumes almost all of Ilivym's time that isn't spent mastering spells or sidling into the arms of his endless succession of lady friends.

Ilivym is known to wear garb that gives him spider climbing ability and to use a cloak that allows him to fly. Unusually for a mage, he likes to wear and use a sword (his blades may well have magical augmentations to make him a more formidable swordsman), and also has a taste for collecting good gems and bottles of fine wine, which he conceals in a variety of locations around, but almost never within, Ondeeme.

Nustrivel Graethgor, the youngest Oedellar, is a handsome, black-bearded reaver commonly known to be 'eager to prove himself' by outdoing his fellow Oedellars in fervent cruelty, and by finding and exposing all instances of deceit and treachery among the forces of the Mage-King as well as among the commoners of the realm.

Nustrivel is always in a hurry, often humbling folk and then abruptly taking himself elsewhere, leaving them not knowing if he's done with them, will ever return, or where they now stand. He also likes small bribes, and is known to have some defense against poisons — he's survived at least sixteen such attempts against him, always responding by painfully taking the lives of those who tried to end his.

Bribes given to Nustrivel are always conveyed to the Mage-King's coffers; the reaver himself keeps only enough to spend on good food as he rushes about Ondeeme, checking up even on the doings of shepherds and dung-carters.

THE NICTARS OF ONDEEME

Crawlingly ambitious and endlessly energetic, the Nictars are the least of the Mage-King's servitor mages. They act as directed, and Ondeeme obviously considers them expendable; over the years, their ranks have thrice changed completely due to deaths—fates earned both through treachery and ambition, and by being sent by the Lord of Ondeeme into impossible situations.

The current Nictars consist of two men and two women, all ranked equally and all young, beautiful, and superbly fit. They are glib, "soulless dross who will do and say anything to get what they want" (in the words of a Blackalblade merchant who very much desires to remain nameless), and consist of Nabror Hanachyre, a tall, broad-shouldered warrior and wizard, once of Tethyr; Jorgon Threet, a short, sly, and nimble one-time street acrobat of Lushpool who is never without at least a dozen knives that unleash spells around themselves when he first throws them; Jakathra Dureendra, born of slave stock in Calimport and possessed of glossy, raven-dark hair, a talent for forgery, and a husky voice that stirs mens' dreams; and Aedra Dornshoon, born to a wealthy merchant family of Suzail, in Cormyr, and the owner of flame-orange hair and a temper to match.

Though decrees seem to prevent senior Slee from mistreating the Nictars (beyond verbal humiliations) when their paths cross, and habit seems to keep these least of the Mage-King's wizards from serving directly under other Slee, the Nictars aren't allowed to keep magic items of their own, and are instead issued wands and rings for short, specific periods or tasks.

The Nictars are the means by which royal orders are delivered to commoners and Blackalblade merchants; they seem to delight in striding into the most private meetings or revels, blasting down anyone who dares to defy them with magic, and humiliating those they come to bear away (usually never to be seen again) or to whom they deliver some verbal — never written — decree or missive. These mages seem to delight in strutting, in using wands without regard for the destruction they cause or for saving any magic for another day, and in knowing discomfiting details of the private lives of citizenry, casually mentioning illict deals or mistresses for all to hear as they confront merchants who will be hurt by their revelations.

At least one former Nictar, the Calishite man Eroathar Dahalrean, survives in undeath as a wailing wraith sometimes seen flying or racing down the halls of Ondeemar. His appearances often coincide with the entry into that castle or visitors or intruders, and some say he rushes at such folk, and then, passing over or through them, seeks the hiding-places of his magic (both spellbooks and items) abandoned after his death at the hands of Ulchass — whom he unsuccessfully challenged.

Our look at Ondeeme concludes next issue, wherein mysteries will be answered—but new ones revealed. ■

everwinking eye

BY ED GREENWOOD

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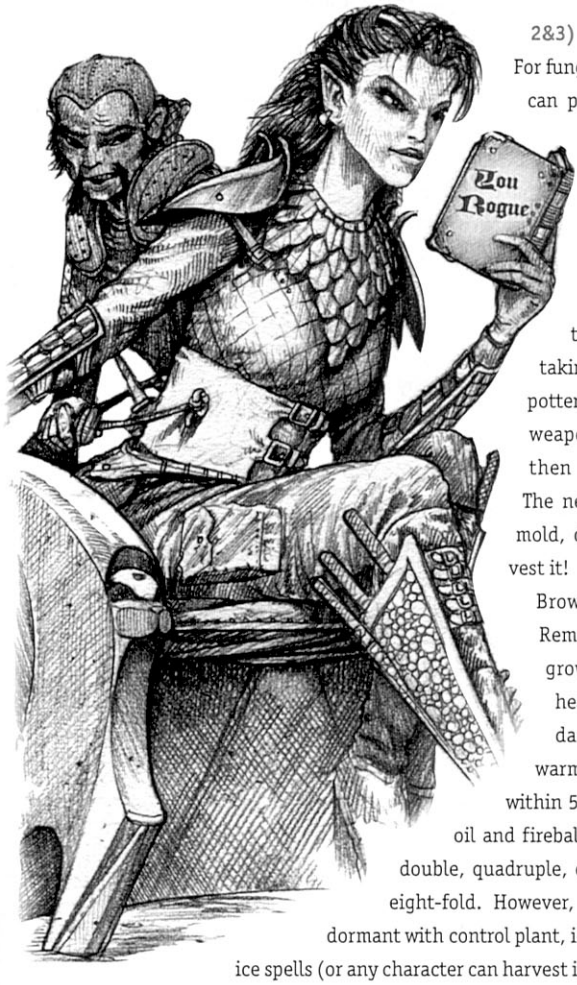
you rogue!

13 RESOURCEFUL IDEAS FOR THOSE OF THIEVISH BENT
BY MATT BREBNER

Here follows a grab-bag of ideas for missiles, devices and nasty surprises usable by rogues (or any character with the inclination to try them) as well as tactics for securing areas while PC parties rest up, heal or gather hard-won treasure. Take a dash of forward planning, add a sprinkle of cooperation with the party's spell users, and you can cook up some of the following delicacies for unwanted visitors. . . .

IDEAS FOR MISSILES

1) **Light bombs** — Get your priest or wizard to cast continual light spells on a number of coins, then find a local potter to bake these into hollow, fist-sized clay grenades for you. Turn on the lights well ahead of your own party. (These are great to drop amongst opponents using infravision!)



ILLUS. ARNE SWEKEL

2&3) **Mold bombs** — For fungi lovers. See if you can procure some stoppered or screwtop ceramic, glass or clay jars from local craftsmen, or better still, talk to your DM about taking glassblowing or pottery-making as non-weapon proficiencies, then make your own. The next time you meet mold, don't blast it, harvest it!

Brown mold — Remember that this grows instantly from heat, and inflicts 4d8 damage on any warm-blooded creature within 5'. Torches, flaming oil and fireball spells cause it to double, quadruple, or increase its size eight-fold. However, you can make it dormant with control plant, ice storm, or wall of ice spells (or any character can harvest it freely if protected by a ring of warmth). So grab some and store it until you find some opponents who need to chill out.

Yellow mold — Question: What do you do with a fungus that emits clouds of deadly spores in a 10' radius when handled roughly? Answer: Put it to sleep with continual light, then bag and tag it for later use as a choke grenade.

4) **Sneeze bombs** — If you're lucky enough to live in a mold-free environment, you can still use clay grenades or even hollow sling bullets packed with fine pepper, flour, or ash to fling into the faces of dangerous opponents. You may not always succeed in blinding them, but you may force a save against a sneezing or coughing fit (I've witnessed a fifth level Thief gain two vital rounds of fleeing time against a demon using this harmless trick).

5) **Fire flasks** — An oldie-but-goodie. Molotov cocktails are nothing new, but if you manage to survive opening that next oil of fiery burning flask, hang on to it. When roped to one or more flasks of normal lamp oil, you can create a set of bolos with some real oomph, especially against flammable targets.

IDEAS FOR WARNING SYSTEMS

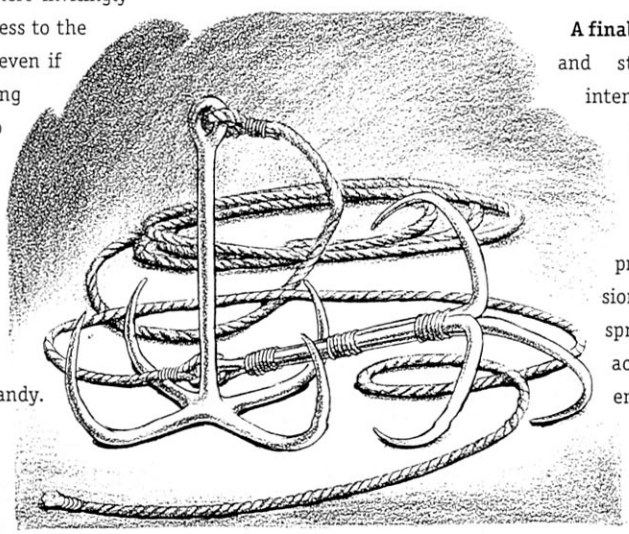
6) **Perfume Alarms** — Taking perfume into a dungeon may not seem very appropriate at first glance. Wrong — use glass vials of it with invisibility cast on them as crunchy caltrops. It's so much easier to sense the unseen when it's wearing Chanel No. 5. Even if your sense of smell is only normal, your familiar or animal companions should get a whiff of danger well ahead of you.

7) **Caltrop chains** — A sneaky little collaboration between Thief and spell caster, here. Try linking all those razor-sharp deterrents together with a fine metal chain, lay them out in a snaky line, then have invisibility cast on them. Since the whole chain is now one entity which does not "attack," it should stay invisible even after individual caltrops are stood upon. A further trick is to lay down a line of single, visible caltrops in front of these, to encourage wary opponents to make a leap into, or onto, the unknown.

8) **Tinkerbells** — Another tried-and-true oldie. When your thief sets trip wires, add small bells to them so that your tired party hears when someone comes into the shop. Again, invisibility spells cast on the bells can add to their surprise value. Variations of this include setting choke snares with a circle of bells on them, or traps that fire darts with bells or noisemakers attached. If these hit a creature's back, they could prove infuriatingly difficult — and noisy — to remove. Standard bells can be replaced by actual "shop" bells

hung in place above doors, or even tuning forks that ring out their crystalline notes when tapped by a ball-headed nail protruding from a door's edge (sovereign glue is handy for securing such items quickly and noiselessly in place).

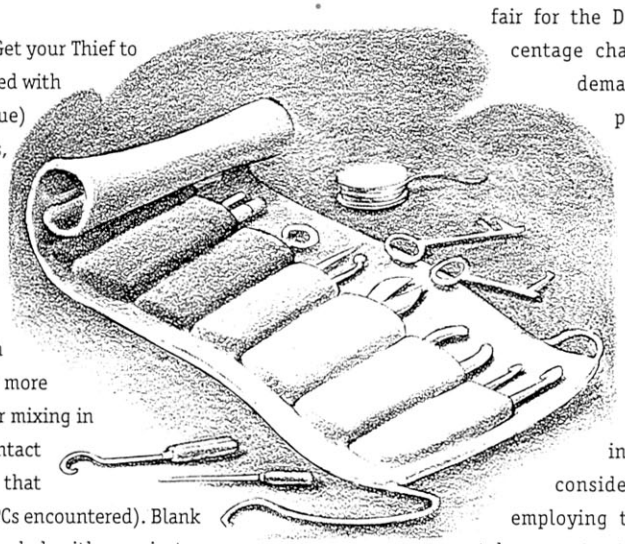
9) **Drop alarms** — One of the simplest warning systems works on the old bucket-above-the-door principle: Place a crystal glass or a clanky tin goblet above the unseen side of a door left invitingly ajar. Add oil of slipperiness to the drinking vessel so that even if an intruder is using silence, they're likely to slip up.



STALLING TACTICS

10) **Elemental, My Dear Watson** — Keep the first-level wizard spell dancing lights handy. Remember that it can be cast as a "manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire," and will move as the spellcaster desires, without concentration. If sent aggressively toward opponents, it can illuminate them better for target practice, draw their spell/missile fire in the first round, or even scare them off altogether!

11) **Dummy bag** — Get your Thief to carry a second purse filled with paste gems (10 gp value) and a mixture of coins, ready to scatter at the feet of greedy humanoid pursuers. Variations include adding one or two larger, real gems worth 50gp or even 100gp for more discerning opponents, or mixing in coins infected with contact poison (kept over from that last trapped horde your PCs encountered). Blank scrolls or spellbooks sealed with a priest or wizard's fire trap spell can add spice to the mix.



12) **Mouth-watch** — A quick rearguard to give intruders reason to pause: Try casting the second-level wizard spell magic mouth onto the "head" of the second level priest spell wyvern watch. Pursuers should balk at the sight of a hazy, reptilian form blocking the doorway in front of them, which suddenly announces: "Challenge not the spirit guardian, lest ye be turned to living rock. . . ."

13) **Oil of slipperiness** — The concoction with 1,001 uses. This magical item can be used inside breakable sling bullets, clay grenades, or drop flasks (see suggestion 9, above) to make passage through any confined area hazardous to pursuers. It can also be laid behind, or even in front of, an area sown with caltrops to foil opponents seeking to jump over it unscathed. Used in conjunction with an invisible caltrop chain (see 7, above), it might double or even triple the number of wounds delivered.

A final note: All of the devices and strategies above are intended as examples to encourage the reader's own ideas, and all assume good communication with your DM, preferably prior to a mission, rather than trying to spring them as a fait accompli during an encounter. From my experience, most DMs love to receive new ideas in the form of notes slipped furtively their way while the rest of the party are gearing up with spells. With the DM's nod of approval, further notes (or open discussion) can then be used to prepare the party's spellcasters for the mission.

Be prepared to give as well as receive; it's completely fair for the DM to allow only a percentage chance for success, or to demand use of non-weapon proficiency checks and Dexterity-based saving throws to see if these tricks actually work in game situations. Likewise, the preparation of some items may require considerable patience and/or expense, and their use in combat could involve considerable risk to the PCs employing them if they have not taken care to store or handle them correctly: "Yes... well, that set of bolos you're hurling around your head just had one of the flasks fracture against its neighbor. Let's see if it was the one containing the oil of fiery burning. . . ."

Most DMs will appreciate a bit of inventiveness. It not only adds enjoyment to what the players attempt with their characters, it also allows the DM to make judgement calls outside the usual. So give it a go, you rogues! ■

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DRAGON 龍拳 FIST™

dragon fists of legend: kailang

GOD OF GAMBLING, LUCK, AND TRICKERY

BY CHRIS PRAMAS

INTRODUCTION

In November of 1999, Wizards of the Coast launched its first online-only RPG. This game, DRAGON FIST™, is available for free from http://www.wizards.com/dragonfist. Inspired by such Hong Kong film classics as A Chinese Ghost Story and Once Upon a Time in China, DRAGON FIST uses a variant of the 2nd Edition DUNGEONS & DRAGONS® rules to recreate the mayhem of martial arts movies. The game is set in the empire of Tianguo, also known as the "Heavenly Kingdom." Player characters are members of the World of Martial Arts, a group of secret societies dedicated to the overthrow of the evil Emperor Jianmin.

DRAGON FIST is a living game, with more material periodically released on the Web site. The following article was written specially for POLYHEDRON, at the request of the wise and all-knowing Erik Mona. The focus of the article is a new god for the pantheon of Tianguo, Kailang, the god of gambling, luck, and trickery. Following the description of Kailang, there is a new kit that allows player character Saints of Kailang. This material can be plugged into any Dragon Fist game, and there are also conversion notes for the using the material in a straight 2nd Edition game (specifically, in the Kara Tur setting of the FORGOTTEN REALMS®).

THE STORY OF KAILANG

Kailang is a very unusual god. He has no temples, he commands no spirits, and he never visits Heaven. He is content to wander Tianguo, bringing luck to the deserving and mischief to everyone else. Despite his seeming indifference toward worship, he is patronized by gamblers of all types, and those looking for a bit of luck.

Like most of the gods of Tianguo, Kailang was once a mortal man. He lived at the time of the second emperor, Shao. As a youngster, he showed an amazing aptitude for games of chance. His father, quick to see the profit he could gain, took Kailang to gambling houses. The young boy was a curiosity and hardened gamblers hardly took him seriously. When Kailang beat those veterans, seemingly effortlessly, the crowds were stunned. His father made huge sums of money off the boy, but also earned the enmity of the criminal element. Two years later, Kailang's father was found upside down in a barrel of his favorite wine, drowned.

Kailang felt responsible for his father's death, and he left home before he could bring ill fortune to the rest of his family. He wandered from village to village, gambling for money and food to survive. He always remembered his father's bloated corpse, however, so he never won extravagantly. He played only until he had enough to pay for food and a place to stay, then he moved on.

The young gambler walked all over Tianguo, learning its dusty roads as few ever have. After many years of wandering, Kailang found himself in the province of Xin. He met a beautiful young woman in a primeval forest, and for the first time since leaving home he felt his wanderlust fade. Her name was Yingmei, and he quickly fell in love with her. They met every day in the forest, and spent hours together. She always left before nightfall, and never talked about her family. Kailang suspected she was a spirit of some kind, but he could never be sure. Toward the end of the summer, he decided to follow her home.

Yingmei walked purposely through the woods, never looking back. Kailang followed her at a distance, wondering what he would find at journey's end. At last, Yingmei broke through the trees and into the well tended fields of a splendid mansion. She walked up to its golden gates and stepped through. What kind of forest spirit lives in a mansion, Kailang wondered? Curious, he stole around the back to get a better look. Before he knew it, he had been apprehended by guards who leaped out of hiding.

Kailang was brought before the lord of the house. Yingmei was with him, and she cried out when she saw her lover. "I am Chiheng, Prime Minister of all Tianguo," said the lord. "Why have you come to my house, and why does seeing your face make my daughter cry out so?" Kailang now realized why Yingmei never talked about her family. Faced with her angry father, he decided to be forthright. "I am Kailang and I love your daughter. With your permission, I will make her my bride."

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The Prime Minister laughed, and his guards joined in. "My daughter, marry you?" he snorted. "Come back when you're an immortal, and can take her away on the back of a magic crane! My daughter deserves no less." With that, the Prime Minster waved his hand, and guards threw Kailang out of the mansion. When Yingmei failed to appear the next day, Kailang knew what he had to do.

Once again, Kailang took to the roads of Tianguo. For ten long years he wandered from province to province, seeking a means to win the hand of Yingmei. He had many adventures during this time, and these are still recounted by storytellers throughout the empire. His most notable exploits included the capture of the bandit lord Chang and the relief of the Hou drought (effected by tricking a dragon into bring rain to the decimated province). Despite the fame these deeds brought to Kailang, they did not bring him any closer to achieving his goal.

One day, while Kailang was resting in the city of Pangdong, he heard a local legend about a tree whose plums granted immortality. This tree was supposedly in the Yishu Hills, and guarded by a fearsome god. Kailang wasted no time, and left for the hills immediately. After many further adventures, Kailang found the secret grotto where the plums could be found. Approaching, he was confronted with the guardian god, a martial deity known as Ghengzhong. This god brandished his halberd, warning off Kailang.

"Great god," said Kailang, "I have come for a single plum. Please do not stand in my way."

"I am sworn to protect this tree from all intruders. Go back whence you came or face my wrath!" roared the god Ghengzhong.

"I am no match for you in the martial arts, my lord. Perhaps we could settle this with a game of chance." Kailang took out his famous Dice of the Elements, and displayed them to the god.

Ghengzhong laughed. "Do you know why I guard these plums, mortal? It is because I disturbed the serenity of Heaven with my gambling! I will play a game with you, but I assure you that you will lose."

"Nonetheless, I must insist on a game, my lord," said Kailang. Ghengzhong shook his head, and replied, "Very well, mortal. What are the stakes?"

"Very simple. If I win, I take one plum from the tree. If you win, you turn me into an ant, so that I will learn to be more humble in my next life."

Ghengzhong laughed again, and the ground beneath him shuddered with his mirth. "Excellently chosen. I agree."

The god laid down his halberd, and Kailang readied the dice. The two played for several hours, and their skills were nearly equal. At the end of the game, it came down to one final throw of the dice. Kailang took the dice gently in his palm, blew on them, and then rolled. All five dice came up Fire, a most impressive roll. Ghengzhong was unfazed. Scooping up the dice, he tossed them without ceremony. This time all five dice showed the Yin Yang symbol, an unbeatable combination. Ghengzhong shook his head and said, "I told you that you would lose, mortal."

Kailang said nothing. Kneeling down, he kowtowed to Ghengzhong. The god picked up his halberd, saying, "Truly, I have never seen a man as skilled with the dice as you, but a gambler must always pay his debts." He then touched the tip of his weapon to Kailang's head, instantly transforming him into an ant.

The ant scurried into the grass, and Ghengzhong resumed his duty guarding the tree. As night fell, the god sat down under the tree, halberd across his legs, and fell asleep. As he snored in the dark, he did not notice the small ant that was slowly climbing up the tree. Nor did he hear the pop as the ant sunk his mandibles into one of the plumbs. He only awoke when Kailang fell out of the tree on top of him, returned to human form! The stunned god could only watch as Kailang, now immortal, ran out of the grotto. Constrained by his vow to guard the tree, Ghengzhong could not pursue the thief, only marvel at his trickery.

Once safely away from the Yishu Hills, Kailang headed for the coast. He won a boat gambling, and then set sail for the Isles of the Immortals. If he could find a magic crane anywhere, he reasoned, it would be there. After many days at sea, the boat was overturned during a great storm. Kailang fell deep into the ocean, but he did not drown due to his immortality. Eventually, he hit the ocean bottom, or so he thought. In the darkness of the sea he could not make out that he had landed on the back of a giant sea turtle. When the turtle began to swim away, Kailang could only hold on and pray to the Dragon Kings to deliver him. After several days of swimming, the turtle rose to the surface. In the distance there were glimmering islands of light.

"Those are the Isles of the Immortals," said a mysterious voice. "Your journey is now complete." Kailang looked around to see where the voice was coming from, only to realize that it was the turtle that spoke to him!

"How did you know that this was my destination?" Kailang asked, bewildered.

"Only an immortal could have found me so deep in the sea, and this is where immortals dwell."

"Thank you, brother turtle," said Kailang. "I am in your debt."

The sea turtle swam to the largest isle and Kailang climbed onto the sand. He waved at the turtle as it swam back to sea, still marveling at his luck. "The turtle is truly good fortune," he said, and so it has always been.

Kailang moved inland, toward the lights. In short order he stood before the palace of the Eastern Queen, who ruled the Isles of the Immortals. Kailang approached the guard, and asked for an audience with the queen. As a new immortal, he knew it was his duty to present himself to her court.

The Eastern Queen received Kailang in her great receiving room, surrounded by her immortal subjects. Kailang kowtowed five times, and recited his lineage. The queen then asked him to tell the court how he had become an immortal. With his head still bowed, Kailang related the story, much to the delight of the queen.

"You have pleased me greatly, Kailang the Gambler," announced the Queen. "I welcome you to my court and to

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immortality. In recognition of your achievement, I will grant you one boon. You may have anything under Heaven that you desire."

Without hesitation, Kailang replied. "I want a magic crane, my Queen, that I can ride to Xin to win my bride." The Queen smiled and said, "It is yours."

The doors to the reception hall flew open, and a giant crane soared into the room and landed in front of Kailang. He jumped onto the bird's back immediately, and roared out of the Eastern Queen's court. The crane flew straight and true to the province of Xin, and in a matter of hours Kailang had returned to the mansion of Chiheng. He landed the magic crane at the front doors, and yelled to the guards, "Tell Chiheng that Kailang the Immortal has come for his daughter's hand!"

Moments later, the bewildered Chiheng and the ecstatic Yingmei came through the doors. Yingmei ran up to Kailang, "I knew you would return," she cried, "and I have declined every suitor in your absence!"

Kailang dismounted, and kneeled before Chiheng. "Sir, I have just returned from the court of the Eastern Queen. I have fulfilled your conditions, and now I ask your permission to wed your daughter and take her to the Isles of the Immortals."

Chiheng looked down on the young man, and said, "Your magic crane is plain for all to see, but what proof do I have that you are truly an immortal?"

Yingmei frowned at her father, but Kailang did not falter. He grabbed a sword from a guard and thrust it into Chiheng's hand. "Stab me and find out," he answered simply.

Chiheng looked into the young man's eyes, avoiding his daughter's glare. "Very well," he said, and thrust the blade into Kailang's belly. The sword slid home, and Kailang doubled over, pulling the blade from Chiheng's grasp. Yingmei cried out and ran to his side, but Kailang waved her off. Gritting his teeth, he stood back up and then pulled the blade out. The wound closed immediately, causing the crowd to gasp. Chiheng could doubt no longer. "All is as you claim, son-in-law. My daughter's hand is yours!"

The two lovers embraced, and the household cheered. A splendid wedding was held in the capital, and the Emperor himself blessed their union. Kailang and Yingmei then retired to the Isles of the Immortals, where she lived out her mortal life.

As Yingmei lay dying, Kailang once again went to the court of the Eastern Queen. "My queen, as you know, my wife is dying. In all her years here in the islands, she has never been granted the immortality that we all enjoy. As your friend and servant, I humbly beg you to give Yingmei this gift, so that we may live in happiness for all time."

The pity on the Eastern Queen's face was plain, but her words were no comfort to the forlorn Kailang. "I offered you my one boon, and you chose the magic crane. I'm sorry, Kailang, but I cannot make your Yingmei an immortal."

Head bowed low, Kailang left the queen without a word. He returned home, to his dying wife, and told her of the audience. "Do not fret, my love," she said. "I will return to this world, with my love for you still in my soul. Look for me as you wander Tianguo, and one day we will be together again."

Yingmei died the next day, and there was great mourning on the Isles of the Immortals. After the funeral, Kailang left his home for the last time. Since then he has ceaselessly walked the roads of the empire, looking for the lost soul of

his true love. One day, he knows that he will find her.

THE SAINTS OF KAILANG (ROGUE KIT)

Description: The Saints of Kailang are not a secret society per se. They are not really organized, and do not have an agenda. Rather, they are a group of individuals who have been inspired by the stories of Kailang and who try to emulate the god's lifestyle. Although the number of Saints is small, every town and village has stories about these gamblers and tricksters.

The origins of the Saints are obscure. While many claim that Kailang himself taught the first Saint, and that the tradition has been passed down ever since, there are no reliable reports of a Saint whose lineage extends that far back. Due to Kailang's habit of wandering the roads of Tianguo, no Saint would dare to claim an improper lineage. Should the god overhear such a lie, the loss of face would be incalculable.

The authorities have never looked kindly on the Saints of Kailang, but because they never stay anywhere long, the law often looks the other way. Until recently, that is. With the increased repression of Jianmin's regime, it was only a matter of time before the Saints ran afoul of the law. It was the Lord of the North Wing who first acted against the Saints of Kailang. He saw them as a group of troublemakers, who had the unwelcome habit of spreading news throughout the empire. The eunuch sorcerer, as a great believer in information control, has issued a standing order to kill any Saint caught crossing provincial boundaries. This has driven many of the Saints to embrace the World of Martial Arts, and to join the fight against Jianmin.

Organization: While the Saints have a common bond based on shared ideals, they do not have a real leadership. The primary relationship is that of master and student. The Saints take this very seriously, and any member can tell you of his "saintly" lineage going back centuries. Occasionally, a larger group of Saints will get together, more by chance than design, and festivities ensue. Tales are swapped, friendships are made or rekindled, and in the morning everyone goes their separate way. That is the life of a Saint of Kailang.

Requirements: To become a Saint of Kailang, a character must have a minimum Dexterity and Charisma of 9. A high Charisma is recommended, since Charm feats feature prominently in a Saint's repertoire.

Benefits: A Saint of Kailang learns the following thief skills: Bribe, Disguise, Escape Bonds, Find and Remove Traps, Hide In Shadows, Move Silently, Open Locks, and Pick Pockets. At 1st level, a Saint receives 60 discretionary skill points to improve his or her thieving skills, and receives another 30 points for each additional level. Thus a starting Saint of Kailang character of 3rd level has 120 discretionary points to spend.

A 1st level Saint of Kailang knows many tricks of gambling. To represent this, he gains a +1 bonus to any feat or contest involving games of chance. This bonus increases to +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level.

Saints of Kailang also have luck on their side. Whenever attempting a feat, a saving throw, or a roll to hit in combat, the Saint's player may choose a "lucky number." This can be any number on a D20. When the die is rolled, if the chosen number comes up, the relevant stunt bonus is doubled for that action. For instance, a Saint of Kailang is rolling to hit a demon and his player chooses the number 16. The player had previously decided to do a Might stunt that round, with a result of 3. Now the player rolls to hit, and gets a 16. His stunt result is doubled to 6, so he hits an AC of 22 and does +6 to his normal damage.

Due to their great agility, Saints make excellent martial artists. They begin the game with the following martial arts maneuvers: Crane Stance, Iron Palm, Mantis Stance, Spring of the Tiger, and Wuxia. Subsequent maneuvers are at the character's discretion.

Hindrances: The Saints of Kailang deride the sedentary lifestyle of most of Tianguo's population. Due to their fierce individualism and love of freedom, they cannot be of lawful alignment.

While they are excellent gamblers, the Saints remember well the story of Kailang's father. Of the money they win gambling, they only keep enough to pay for the next few days of food and lodging. The rest is given to the poor, or those who need a bit of luck.

Starting Equipment: Any two allowable weapons, assorted picks and tools, 4d6 tael.

USING KAILANG IN KARA TUR

It is easy to use Kailang in the Kara Tur setting. He is simply another god of the Celestial Bureaucracy, and his story can be imported pretty much as is. Using the Saints kit is a little more challenging, but it can be done with the following changes:

A Saint receives the gaming and jumping proficiencies for free. Bonuses to gambling feats apply to use of the gaming proficiency instead.

The lucky number ability can also be used, but it gives a straight +3 bonus when the number comes up.

Saints of Kailang use the Martial Arts rules on page 76 of The Complete Fighter's Handbook. They are considered Martial Arts Specialists at the cost of only one Proficiency slot. The player may declare a "lucky number" when making a martial arts attack roll, as above, with a match indicating double damage (after the Strength bonus). ■

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THE CITY WATCH OF RAVENS BLUFF

The City Watch is responsible for keeping the peace in the city of Ravens Bluff. The bulk of the City Watch are made up of the City Guard, with a subgroup of Night Watchmen, who are responsible for general patrolling of the city streets. There are also several special units, which consist of some of the middle- to higher-ranks of the city watch, and are involved in activities such as search and rescue, hostage negotiations, protecting the lands outside the walls of the city, monitoring the sewers, and more. Finally, there is a group of City Watch members known as the Advanced Specialist Patrol (ASP), who are hand-selected by the Chief Constable for especially dangerous missions.

Being a member of the City Watch is a full-time position. There are many duties and responsibilities associated with membership. Only citizens of the highest integrity and dedication should consider enlisting in the City Watch.

As the quality of City Watch members is very important, members of knighthoods and the guilds of the city are encouraged to apply, but with the knowledge that the City Watch should not come second to their other duties. Should it be determined that the City Watch is being jeopardized by a conflict of interest with these organizations, the City Watch member would be suspended until resolution of the matter can be determined. Resolution would consist of either reinstatement to their unit, or expulsion from the Watch.

SUMMARY OF WATCH BRANCHES

City Guard — Keeping the peace throughout the city. Responsible for basic patrolling of the city streets, and containment or resolution of problems in the city. The City Guard patrol by district — Uptown, Temple, Market, Southside and Crow's End.

watching the streets

RAVENS BLUFF'S CITY WATCH *BY CHRISTY NICHOLS*

Good People of Ravens Bluff,

Please allow me to introduce myself. I am Senior Constable Martin Ferrand, and I am responsible for the City Guard of Ravens Bluff. I and my fellow Senior Constables, in close coordination with the Chief Constable, have been working together to bring a number of changes to the City Watch. I want to assure you all that these changes are to help bring about the finest possible service from those of us who have dedicated our lives to the protection of this city.

I have included for your perusal a summary of current information about the City Watch. I also have included short biographical information on myself and my fellow Senior Constables. We are attempting to take a more active role in the coordination of the City Watch with the adventuring community, and thought this restructuring period would be a good time to introduce ourselves to those with whom we are not already acquainted.

Finally, given that the previous records were not up to my standards of excellence, we are requiring that all City Watch members provide us with complete, current information.

I would like to thank everyone for their patience during this restructuring period, and reiterate my hopes that together we can make Ravens Bluff a safer place for all.

Sr Constable Martin Ferrand
Devotee of Eneir
Dragonslayer
Friend of Burrowsbluff

Night Watch — Nighttime sub-division of the City Guard.

SPECIAL DIVISIONS

K9 Corps — Search and rescue, tracking of criminals and detection of contraband.

Harbor Patrol — Patrol of the harbor district and the harbor itself.

Sewer Brigade — Patrol of the sewers.

Scout Rangers — Patrol of those lands within Ravens Bluff's jurisdiction that lie outside of the city walls.

Investigation and Negotiations (I&N) — Hostage negotiations, and intelligence gathering on the possible illegal activities of an individual or organization.

ASP (Advanced Specialist Patrol) — High-risk missions, as deemed necessary by the Chief Constable.

JOINING THE CITY WATCH

Joining the City Watch involves a great deal of commitment. The requirements are as follows:

- The player must be a GUILD-LEVEL™ member of the RPGA.
- The character must be a permanent resident of Ravens Bluff.
- The character must have a clean legal record, and cannot have been convicted of a crime within the city.
- The character must agree to obey the laws of the city at all times, and to uphold those laws to the best of their ability.
- The character must apply for membership at an officially-

sanctioned LIVING CITY interactive. Non-interactive opportunities to join may be offered in the future.

RANK	MIN. LEVEL	TIME UNIT COST PER YEAR CITY GUARD/SPECIAL DIVISIONS
Private	3	20
Corporal	4	25
Senior Corporal	5	30/35
Sergeant	6	35/40
Master Sergeant	7	40/45
Lieutenant	8	50/55
Captain	9	60/65

Prospective watch members must select one of the following districts: Temple, Uptown, Market, Crow's End or Southside. The PC gains +2 to local history checks (assuming they have the proficiency) in that district only, due to the amount of time spent learning the area and getting to know the people there. The PC may choose to change the district in which they work, but will spend 3 months real time without the bonus to local history. After those 3 months, they will gain the +2 to local history checks only in the new district. When moving to a Special Division, any bonus to local history from being in the general City Guard is lost.

Members of the City Watch will find opportunities for promotion within modules. Additional non-module methods of rank advancement are currently in the works.

Membership in one of the Watch's Special Divisions is limited to only those applicants who have achieved the rank of Senior Corporal within the City Guard. At that point, characters may use a promotion in rank as a transfer to one of the Special Divisions, remaining at their current rank. Characters may join a Special Division only twice within a single career. Members of the Watch may return to the City Guard at any time, keeping their current rank.

ASP, as a special unit of the Watch, defies these rules, and may be joined by invitation only. Both City Watch and Reserve members may be invited to join. No promotions may be used during the time spent in ASP, although promotions may be saved for normal use after leaving the branch. Reserve members may be asked to join the City Guard. ASP members continue to function at their normal rank while in ASP, with normal costs, but with the awareness and ability to be called away at any time as needed by the Chief Constable. ASP members are paid an additional 50 gp/month over their normal rank, and gain 1 fame point in all categories. A City Watch or Reserve member must serve in ASP for a minimum of 1 year (if they accept the invitation to join), and a maximum of 2 years.

Upon entry into any Special Division, the Watch member will gain one bonus proficiency specific to their Division. Members always will be taught the first proficiency listed for their Division unless they already know it, in which case they may choose from any of the proficiencies listed for that Division or receive a +1 to a proficiency listed for their Division that they already have. Ability to use these proficiencies is the product of continuous training and use. Leaving a Special Division results in the loss of any proficiencies or bonuses acquired due to membership in that Division.

PROFICIENCIES FOR THE SPECIAL DIVISIONS

Note: Italicized proficiency must be picked first

K9 Corps — *Animal training* (dogs), animal handling, tracking, veterinary healing.

Harbor Patrol — *Seamanship*, fishing, navigation, swimming.

Sewer Brigade — *Direction sense*, blind fighting, distance sense, engineering.

Scout Rangers — *Land based riding*, direction sense, tracking, weather sense.

Investigation and Negotiations — *Information gathering*, forgery, observation, trailing.

When a member of a Special Division goes up in rank, he or she may choose to gain the proficiency listed for their rank, or one of the proficiencies listed for their Division. Only one proficiency total may be learned with each promotion.

PROMOTIONS

There is a six month minimum waiting period between promotions (including transfer to a Special Division). A certificate allowing another promotion may be saved until the six month waiting period is over. A promotion must be received by the City Watch coordinator before it is considered valid. At that point, a new membership certificate will be issued with the new rank or branch information. Methods of reporting promotions to the coordinator include booths at interactives and reporting through the official campaign Web site.

OFF-DUTY LIFE AND JURISDICTION

It is assumed that adventuring Watch members participate in adventures while off-duty. In those cases, any on-duty City Watchmen outranks his or her off-duty compatriots. However, as long as the request is reasonable, most Watchmen will respect a fellow Watch member's

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request, whether they are on- or off-duty.

If multiple City Watch members of the same rank are present on a scene, and jurisdiction can clearly be identified (a K9 officer investigating a kidnapping or the Sewer Brigade tracking a villain through the sewers), the officer with jurisdiction outranks other City Watchmen of the same rank. City Guard members working in their assigned district will outrank another officer from a different district if otherwise of the same rank. Questions of jurisdiction, rank, and district can be touchy!

SUMMARY OF PRACTICAL GAME BENEFITS OF RANK

All benefits are cumulative except for pay, which is specific to the rank indicated.

Private — City Watch badge, room and board in the barracks, +2 fame in City Watch. Pay: 5 gp/month.

Corporal — Learns one bonus weapon proficiency from the *Player's Handbook*™. (Must be allowable to his or her class.) Pay: 10 gp/month.

Senior Corporal — Gains bonus local history proficiency (or +1 to existing proficiency), room and board with other Sr. Corporals. Pay: 20 gp/month.

Sergeant — Gains bonus read/write Common proficiency (or +1 to existing proficiency), room and board with three other Sergeants, and receives a private desk. May request search warrants from a Lieutenant. Pay: 40 gp/month.

Master Sergeant — Gains bonus law proficiency (or +1 to existing proficiency), room and board with 1 other Master Sergeant. Can request arrest warrants from a Captain. Pay: 60 gp/month.

Lieutenant — Gains bonus heraldry or etiquette proficiency (or +1 to either existing proficiency, if both are already known), private room in the barracks, and a private office. May issue Search Warrants with probable cause. Any money or suspicious items discovered during a legal search are considered evidence, and should be turned over to the City Watch Evidence Room as soon as possible. Pay: 100 gp/month

Captain — Gains bureaucracy (or +1 to existing proficiency). Private suite of offices (two rooms) with two full-time office clerks. May issue Arrest Warrants with at least two witnesses. Any trials involving PCs must be conducted by official LC campaign staff members. Pay: 150 gp/month.

THE CITY WATCH RESERVES

Anyone wishing to be active in the City Watch without officially joining may apply to join the City Watch Reserves. This allows concerned citizens to aid the City Watch without the time commitment of the regular City Watch. They are called upon during times of particular crisis in the city, and during the Veil. There is a cost of 5 time units per year. The benefits are +1 fame in City Watch per full year in the Reserves. Also, during any module where a party of adventurers is deputized, the Reserve member receives the temporary rank of Private for the duration of the adventure — outranking the other deputies (with the exception of a full time City Watch member, if one is present). Members of the City Watch Reserves do not have an official rank at any other time.

UPDATING CURRENT CITY WATCH CHARACTERS

All current City Watch characters must be updated to conform to the new guidelines outlined above. Any previous proficiencies, benefits or penalties are now void, and must be converted to the new system for a character's rank and Division.

All current City Watch characters must be recerted (or certed in the first place, for many people). Any proof of membership in the Watch and advancement must be sent to the City Watch coordinator. This may include any certificates, advancement forms, or information about the module in which a promotion was obtained. There will be a form that must be submitted with other pertinent information (as above) available on the Web site and at interactives featuring a City Watch booth.

Due to the large number of time units required for high ranking officers of the City Watch, not all promotions that an existing character has acquired must be used when the character is recerted. Players should select a rank with a time unit cost with which they are comfortable, and update to that rank. Unused promotions may be useable for other benefits at some point in the future.

Any unused promotions may be spent during the updating process. For the recertification only, characters may retain their current rank and Special Division status, without spending the one promotion usually needed to join the Special Division. The requirement that the character be at least a Sr. Corporal remains in force.

Example 1: A Sergeant in the Scout Rangers, having already spent three promotions and having two extra promotions, does not have to spend one of the extra promotions in order to remain in the Scout Rangers. The Sergeant may choose to spend one promotion to become a Master Sergeant, or both to become a Lieutenant. However, if she does not choose to spend one or both promotions at this time, she will have to wait the six-month waiting period before another promotion may be used.

Example 2: A Private in the Sewer Brigade who has one promotion may use that promotion to become a Corporal,

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but would no longer be in the Sewer Brigade because she doesn't have enough promotions to reach the minimum level required for admittance into that Special Division. If that same Private had two promotions, and could reach Sr Corporal, she could remain in the sewer patrol.

For this initial recertification only, any character currently in a Special Division may choose to change to a new Special Division. This change does not count toward the total number of times a character may switch Special Divisions (anyone ending up in a Special Division has used one entry in a Special Division, whether it was their original one or a new one). Anyone in a Special Division wishing to move to the main branch of the City Watch (the City Guard), may do so without having it count as one of their Special Division entries, and thus have both entries available at a future time. If a character chooses to switch Divisions or move into the City Guard, no benefits from the Special Division they left will be retained.

Any proficiencies, benefits or penalties under the old system should be removed, and any proficiencies, benefits or penalties under the new system should be added to the character. There will be NO grandfathering of old characters for benefits, or for time unit costs.

Please direct any questions to City Watch Coordinator Christy Nichols at lcwatch@rpga.net.

SOME NOTES OF INTEREST

The rank of Watch Sargent has been changed to Master Sargent. The old rank of Master Sargent has changed to Lieutenant. There are still the same number of ranks as there was prior to the reorganization.

Intelligence and Negotiations and the Investigative Branch have been combined and are now known collectively as Investigation and Negotiations (I&N). Any Special Division member from either branch is now considered to be a member of the new, combined Investigation and Negotiations branch, assuming that they meet all other qualifications.

There are Three Senior Constables — one for the City Guard, one for K9, Scout Rangers and Investigation and Negotiations, and one for Harbor Patrol, Sewer Patrol and ASP. All three report directly to the Chief Constable, who holds the highest rank in the City Watch. None of these positions are available to PCs, and all are currently occupied.

Entry into the K9 unit or the Scout Rangers does not require possession of either a dog or a horse, respectively. For the most part, it is assumed that the City Watch will provide police dogs and horses, and individuals will most likely receive certed animals once they've reported in. These animals will accompany the PC only on official City Watch adventures. Anyone who doesn't want or need a certed dog or horse for official use (because they already have their own) should inform the coordinator of the type of animal and relevant training it has received.

THE SENIOR CONSTABLES OF RAVENS BLUFF

Sr. Constable Martin Ferrand, male human F11: AC -6; MV 12; hp 97; THAC0 5/7 (mace of speed +2, billy club +3); #AT 4; Dmg 1d6+9/1d6+9/1d6+9/d3+7; SZ M (6' tall); ML Champion (16); Str 18/81, Dex 17, Con 18, Int 14, Wis 8, Cha 10; AL LN (g).

Special Equipment: *Bracers of protection AC 4, ring of protection +3, cloak of protection +3, mace of speed +2, billy club +3* (if a to-hit roll with the club succeeds by more than 4, the target must make a successful saving throw vs. paralysis or be incapacitated as if by a hold person spell cast as a mage of the wielder's level), *boots of striding and springing, quill of copying, gloves of cleanliness.*

Special Abilities: Martin may employ a special whistle to summon 1d6+2 City Guard members within 2d4 rounds.

Sr. Constable Ferrand grew up the son of two priests of Deneir. As he grew, he found faith within the church, but not sufficient aptitude to continue as clergy. He began adventuring as a way of proving his ability to record events properly, but always found himself in the middle of things. He adventured for quite a few years before finding his way to the City Watch. There he realized that the Watch could use his organizational skills and writing precision to its best benefit. He is responsible for most of the forms and paperwork that the City Watch requires. Because of his hard work and dedication, he has risen slowly but steadily through the ranks, until he reached the rank of Senior Constable of the City Guard a few years ago.

Martin is approximately 40 years old. He is 5'6" and balding. What hair he has is brown with gray streaks, and he has dark eyes. While he wears relatively nice clothing, it is definitely not his primary concern and tends to be without frills.

His writing is always beautifully clear, although he has an unfortunate tendency to mispronounce spoken words — occasionally, but not frequently, causing a bit of confusion. Sr. Constable Ferrand administers the day-to-day activities of the general City Guard.

Sr. Constable Elena Trueblade, female human Pal12: AC -3; MV 12; hp 91; THAC0 5 (bastard sword +3); #AT 3/2; Dmg 1d8+6/2d6+6; SZ M (5'10" tall); ML Fanatic (18); Str 18/01, Dex 9, Con 17, Int 12, Wis 15, Cha 17; AL LG.

Special Equipment: Full platemail armor (enchanted to

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teleport fully equipped to the owner upon an act of will, providing AC 1), *gauntlets of the faithful knight* (allows paladin to double healing ability of lay on hands once per day), *holy shield of helm +3* (forceward 1/day, "upgrades" paladin's *protection from evil* aura to work as per *protection from evil, 10' radius*, dispels hostile magic up to the paladin's experience level and grants 50% MR to all within 10'), *ring of protection +3, bastard sword +3, dagger +2/+3 vs. evil, cloak of spell turning*).

Special Abilities: Elena may employ a special whistle to summon 1d6 City Guard or 1d4 members of the Sewer or Harbor Patrols within 2d6 rounds.

Elena Trueblade was born the daughter of an adventurer who settled in the Ravens Bluff area around 40 years ago. He and his wife bought some land with the gold he'd made adventuring, put a small house on that land, and later added a blacksmith shop. Elena was always a very dutiful daughter. She loved to explore the surrounding area when she had the time. When she came to the temple of Helm, she found herself drawn to the words and ideals she discovered there, and soon abandoned her other wanderings, devoting herself fully to learning Helm's ways.

Her father died when she was 10. Within a few years, Elena and her mother could no longer support themselves. Her mother sold most of the familial land, keeping only the house. Elena found herself devoting more and more time to her service to Helm. She did some adventuring when she reached 16 to help support her mother. While she felt that she was doing some good for a few people, she finally decided that she could better serve the city by joining the City Watch and attempting to help everyone in the city. Her original duties found her in the Sewer Brigade, where she strove to keep the dangers there from threatening the city above. Her strong ideals and dedication have allowed her to move quickly through the ranks of the City Watch and become one of its youngest Sr. Constables. Elena is 26 years old, and has served in her current rank for just more than two years.

She has dark brown, shoulder-length hair and light brown eyes. While she is beautiful, she tends to come across as relatively formal in her attitude. She is very passionate about the things she cares about, and very direct in her expectations.

She dresses in simple, well-made clothing, and does not wear her armor except on formal occasions and when expecting combat. Elena's chestnut horse, Forge, serves her as as a bonded mount.

Sr. Constable Kelton Andros , male human (R3)/F10: AC -7 (chainmail, Dex, cloak, ring, pin); MV 12; hp 65; THAC0 7/9 (longsword +2); #AT 3 (longsword, longsword, dagger); Dmg 1d8+7/1d8+7/1d4+5; SZ M (6'2" tall); ML Fanatic (17); Str 17 (18/01), Dex 19, Con 16, Int 15, Wis 12, Cha 10; AL LG.

Special Equipment: *Chain mail of comfort* (confers AC 4, weight of clothing, does not count as magic armor), *gauntlets of ogrillion strength* (confers 18/01 Str), *cloak of the bat, ring of protection +3, dragon pin of protection +2, longsword +2, dagger +2/+3 vs. chaotic evil creatures, throwing knives of returning +3* (x2), *manual of dexterity* (already read), *hat of disguise.*

Special Abilities: Kelton may employ a special whistle to summon 1d6 City Guard members or 1d4 I&N, K9 or Scout Ranger officers within 2d4 rounds.

Kelton Andros feels that his life really began when he joined the City Watch. He grew up in the poorest neighborhoods of Crow's End, and was never really satisfied with that life. He joined the City Watch at 17 years of age, and has attacked the assignment with zeal. He has served in the City Guard in several districts, but felt he could do the most good working in the areas he grew up in—Crow's End. Since his early time in the City Guard, he has joined Intelligence and Negotiations and has shown a special interest and talent for dealing with problems with Crow's End's many gangs of street thugs. He was appointed to the Sr. Constable position within the last month and a half, after the previous Sr. Constable retired.

Kelton is 6'1" and in his late 20's. He has dark black hair and dark eyes. He dresses well, with a tendency toward darker clothing and black leather gloves and boots. While he is relatively handsome, his features are severe. He is seen by many as being somewhat aloof and a little overly intense in his dedication to the eradication of crime. He has a reputation for thoroughness, toughness and an uncanny ability to uncover the source of a crime.

All players of City Watch members are required to fill out the form to the right and return it promptly with all relevant documentation to:

Christina Nichols
City Watch Coordinator
814 Summerville
Lansing, MI 48915

RECERTIFICATION FORM FOR EXISTING CITY WATCH CHARACTERS

Note: Please read the guidelines on updating current characters before filling out this form

Your name | RPGA #

Mailing address | City

State | Zip Code

E-mail address/home page

Do you attend any of the following conventions regularly?

GEN CON® Y / N | ORIGINS® Y / N | WINTER FANTASY™ Y / N

San Diego ComicCon Y / N | DragonCon Y / N | WEEKEND IN RAVENS BLUFF ™ Y / N

Character Name | Gender

Character Class(es) | Level(s)

Deity(s) | Alignment

Rank previous to update | Rank after update

Division previous to update | Division after update

If you are a Member of the City Guard, you may work in any of the following areas. Please pick one or two that you are most interested in.

Market Southside Crow's End Temple Uptown

If you are a Member of the City Guard, please pick the time of day you wish to work. Day / Night

If you are a Member of the Scout Rangers or K9 units, do you have a certed animal that you use for your City Watch duties? Y / N

In either case, would you be interested in one? Y / N

Other metagame organization affiliations and rank in them (if applicable)

All documentation you have on when and where your character joined the City Watch, and on any promotions should be included with this paperwork. If you do not have complete documentation, include everything you do have, and provide as detailed an explanation as possible as to the circumstances relating to entry or promotion within the Watch. Entry or promotion without documentation is not guaranteed, and will be considered on a case-by-case basis. Please include any information related to your character that you believe the coordinator might need to know about (including infamy, things that your character is known for, your K9's name, etc.)

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the silent network

BY CISCO LOPEZ-FRESQUET

ORGANIZATION

The Silent Network is a secretive organization that specializes in the acquisition and analysis of information relating to the city of Ravens Bluff. It is known to have been active in the city for at least five years, but it is unknown how far back the roots of the organization may reach.

The guild is known to be divided into small cells. Members of the individual cells have no knowledge of how the information they gather is used, nor the identities of members of other cells. This structure has made it difficult for an accurate assessment of the overall size of the Silent Network, and has made identification of its leadership complex, as well.

GOALS OF THE SILENT NETWORK:

- To gather information from blabbermouth merchants, adventurers, and other sources.
- To analyze this information to determine its effect on the current affairs of Ravens Bluff, and search for possible future threats to the city.
- To recruit new contacts & members to grow the organization.
- To provide equipment to current contacts & members, so that they are better prepared to serve the network.
- To use contacts & members in the performance of tasks deemed to be important to the future of Ravens Bluff.

KNOWN PERSONNEL

There are a few publicly known members of the Silent Network – see the list of known personnel, below. These members serve as the public front of the organization, and have been known to issue public statements on behalf of the organization from time to time. One such statement recently released bears repeating here.

Martin, Recruitment Officer: (6th level human Bard, NG) A flamboyant and handsome man, Martin is said to have more connections to the nobility of the city than any individual other than Lady DeVillars herself. Martin seems to know all the nobles of Ravens Bluff, and to be owed favors by most of them. Certainly, no society party is complete without an appearance by Martin, as his quick wit and agile dancing are sure to liven up any occasion.

Lady Kassandra, Deputy Guildmaster: (10th level halfling Thief, NG) A member of the noble Minstrelwish family, she usually dresses more as a merchant than as a guildmaster. Her frequent presence at the Crecent Moon Inn (where she has recently married the innkeeper) might account for the choice in clothing, though the Minstrelwishes have never been known for flaunting their station.

ILLUS. SAM WOOD

Snaggly, Information Officer: (5th/6th dwarven Fighter/Thief, NG) Snaggly usually can be found near the sewers, or the Ravens Bluff public works building that houses the city inspection offices. His duties as a lead engineer in charge of sewer repairs take him all over the city, and provide him with ample opportunity to interact with a variety of people in a discreet manner.

THE CRESCENT MOON INN

The Crescent Moon Inn has long had a reputation as an informal hangout for the Silent Network. It is said that official business is carried on here only in unusual circumstances, but that it has become a favorite spot for members to gather while off duty and "talk shop." Though in theory the Crescent Moon caters to halflings, customers of a variety of races usually can be found within, drawn by the large fireplace and excellent selection of reasonably priced ale, if nothing else.

THE CURIOSITY SHOP

To most citizens of Ravens Bluff, the Curiosity Shop is merely one of the many somewhat shabby stores selling a haphazard selection of general goods near the docks. However, to those in the know, it is something more. . . .

Selling equipment is only a cover for the real activity of The Curiosity Shop, which acts as a front and safe house for the Silent Network. The Curiosity Shop serves as a location for the Silent Network to communicate with its current members and contacts, and to recruit new ones.

The shop is a very cluttered single room full of normal, decent-quality used goods, but with the occasional treasure shining out from the shelves and tabletops. Most normal, nonperishable and non-living items listed in the *Player's Handbook*® can be found for sale at 20% above standard prices. Armor and weapons are not available.

PC's who roleplay and provide gossip or useful information about the city, adventures, rumors, or city luminaries, are often able to bargain shopkeepers down to a 10% discount for normal items. Silent Network members get a 20% discount automatically, but are expected to tell all while in the shop. Characters who are not willing to gossip while shopping may be able to bargain down to standard prices, but the best deals are reserved for those who are willing to chat as they shop.

When running The Curiosity Shop, remember that the purpose of the shop is to gather information. Try to engage PC's in conversation about the city, their recent adventures, and any strange individuals or organizations they might have had contact with. Especially press for information on anything that might be seen as a risk to the city, or any organizations that the city should know more about.

MEMBERSHIP

Benefits of membership in the Silent Network are subtle but significant. The coin and sword of the Silent Network is information, and this is what they both demand from their members, and use to repay them. Members of the Silent Network can ask for help gathering intelligence on a limitless variety of subjects and almost always receive help, but such requests are always remembered, and someday the asking party will need to return the favor.

Becoming a member of the Silent Network is by invitation only, though there are things that interested adventurers can do to draw the right attention to themselves. The best advice that can be offered is to proceed as if the members of the network are everywhere. Remember that anyone could be a member, and act accordingly. ■

PROJECT STAT POINT

RPGA LIVING CITY CAMPAIGN

As part of the upcoming conversion process for the LIVING CITY campaign to 3rd edition DUNGEONS & DRAGONS, we are beginning an initiative to collect information from you, the player. The first step will be to pre-authorize bonus ability (stat) points, bonus hit points, and bonus proficiencies.

Information for authorization of bonus stat points, proficiencies, and hit points can be submitted until the last day of GEN CON® 2000 (August 13th), at noon. Any requests submitted after that time will be returned unprocessed. To submit a request for authorization of existing bonus stat points, hit points, or proficiencies, send a letter to this address:

Project Stat Point
5610 Nike Drive
Hilliard, OH 43026
Project-S@rpga.net

Letters should list bonus points/proficiencies, and should include the following documentation:

Copies of the certificates that prove you obtained the points/proficiencies if they are available. Previous letters issued by HQ to verify these bonus points/proficiencies are also acceptable.

If you do not have certificates or letters for these points/proficiencies, list the convention, scenario, and judge (if known), and include a printout of your points history from the RPGA showing that you played the games claimed. You can view your points history online and print out the page.

If you do not have these proofs, explain to the best of your ability where you got the bonus points/proficiencies and we'll check it out.

After GEN CON 2000, Project Stat Point will process the requests and issue letters for your characters. These letters will be issued by WINTER FANTASY™ 2001. If you have questions, please write to Project Stat Point at the address or email address above.

Bonus points/proficiencies will be processed for GUILD-LEVEL™ and Family RPGA members only, so make sure your membership is current. ■

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the society of the white rose

BY WALTER ROBERT SMITH
(KEITH HOFFMAN)

I thought the Society was going to assign me a new project when I was called in last year. Little did I know it was to write an abstract on the organization of the Society itself. This is quite different from my normal field expeditions so I ask you, new members of the Society, to bear with the somewhat dry treatise that follows. Oh, yes, to the unspoken-but-frequently-thought question — Walter Robert Smith is not my real name. I am an Area Field Supervisor, currently for Oriental operations. My current task is to defeat the plans of "Elder Doctor," whom I believe to be a powerful minion of the Red Death.

WHAT IS THE SOCIETY OF THE WHITE ROSE?

The Society of the White Rose is a secret, international society of ordinary people with an extraordinary commonality and purpose. All of us who are members have experienced an event that clearly is outside the bounds of normal laws of nature, that is to say "supernatural." Further, we have learned that many supernatural events and creatures are corrupted, inspired, or even controlled by a supremely Evil entity, which we call the Red Death. The name Red Death has been used for a millennia, but a history of its activities is a matter for scholars of the Forbidden Lore. Suffice it to say, the Red Death means great harm to our world, and the Society of the White Rose banded together to fight the Red Death and its minions. The Society's goal is to identify, acquire and use a means to rid our world of the Red Death.

Is the Society of the White Rose the only group aware of or resisting the Red Death?

No. Many groups, which we call qabals, are aware of and fight the Red Death. Some groups have a different approach, but share similar goals with our august society. Others have radically different goals and are considered almost as dangerous as the Red Death itself.

Can we contact or meet with these other qabals?

It is considered extremely risky to meet with members of these other qabals. While occasional contact during an Expedition might be necessary, Travelers are sternly warned not to discuss membership, goals, or security measures of the Society with any outsider, even if his qabal appears to have similar methods. We cannot be sure of the security of any outside group. Compromises will be dealt with quickly.

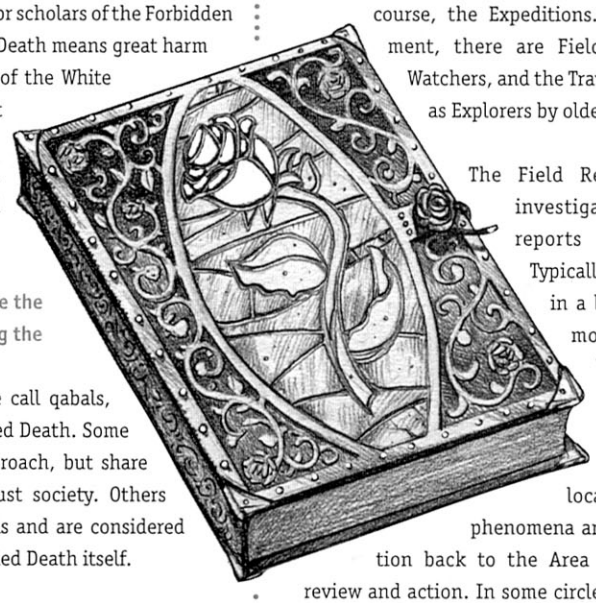
Where is the Society located?

The location of the headquarters is a secret, even to our membership. Only the most senior members possess that information. Our members and operations are dispersed throughout the world.

How is the Society organized?

A group known as the Council sets the policy of the Society. The Council does not involve itself with daily operations, but identifies Society goals, raises contributions to the Society, and oversees the Inner Circle and the Shepherds. The Inner Circle, the senior level of our Society, coordinates the various departments of the Society. The Shepherds guard vigilantly against the Red Death's corruption of our Society. Realizing that in this high-risk quest, some heroes will fall from grace, the Council made provision to ensure that the taint is safely contained and removed from the Society.

The department which faces the greatest risk is, of course, the Expeditions. Within this department, there are Field Researchers, Field Watchers, and the Travelers (also referred to as Explorers by older hands).



The Field Researchers are solo investigators of unusual reports or known groups. Typically, they live and work in a location for weeks or months. They may be living with a false identity. These dedicated agents gather information about local events, people, or phenomena and pass that information back to the Area Field Supervisor for review and action. In some circles, agents performing such duties would be called spies.

The Field Watchers perform a longer-term role for the Society. Often recruited locally, they watch and report on any events that might occur in their geographic area. Sometimes, Field Watchers are retired Travelers or Researchers, and their duties are not onerous. Often,

ILLUS. ARNE SWEKEL

Field Watchers are not full members of the Society — they are not always "witting" of the true scope and purpose of the Society of the White Rose. Other members should be discrete in discussing details of the Society with Field Watchers, or any who are not members of the Inner Circle, for that matter.

The Travelers are our brave heroes who venture into danger, sometimes known, sometimes not, with instructions (general or specific) to identify the problem and, if possible and necessary, end the problem...permanently. The Society does try to prepare the Travelers for their "mission" with foreknowledge and resources, but often timeliness prevents more than a hastily assembled team. All Travelers are reminded that there is no shame in a discrete withdrawal and a call for help in the face of overwhelming odds. Select senior travelers will be assembled to respond such cries for aid. While the Society tries to avoid sending Travelers on tasks certain to fail, we do expect that these heroes will be resourceful. Travelers are expected to be available at a moment's notice and to maintain a valid passport.

Expeditions would have little foreknowledge and no aid with arcane spells if not for the department of Scholars. Scholars are the various experts within the Society who often possess singular knowledge of history, languages, science, Forbidden Lore, spiritcraft, or spellcraft. Usually, these experts live quietly in a set location, answer questions put to them through mail or couriers, and write reports based upon their studies. Scholars pore over the fragmentary field reports, trying to piece together the plans and activities of our adversaries. Some Scholars are former Field Researchers or Travelers who have decided that a less risky profession is more to their liking. Many Scholars teach at renowned universities

Our gallant Travelers sometimes leave a community or government in a state of confusion and disbelief about supernatural events. Our department of Press Secretaries works with various journalists, embassies and police departments around the world to provide them with a comforting, mundane explanation of the events they may have just witnessed. Of course, this department should not be taken as license to wanton indiscretion by Society members.

Some Travelers, Field Researchers, or rarely Scholars become injured with mundane or supernatural wounds in the performance of their duties. The department of Ministers provides splendid medical assistance, including a first-class sanitarium for mentally disturbed members, as well as spiritual healers. The latter tend to our members who have become tainted with the corrupting touch of the Red Death, but are deemed to be still salvageable. Those beyond salvage, or declining spiritual healing, are left to the care of the Shepherds. Travelers in poor health will be provided with a free, unlimited stay in the Society's comfortable, private sanitarium until they recover.

The Shepherds have the charge of protecting the Society from the taint of the Red Death within the organization itself. The Shepherds insure that no wolves in sheep's skin hide in our flock. They also deal with members who have gone "rogue." Recently, the staff and the vigilance of the Shepherds were increased to rectify a few lapses early on in the security of the Society.

One of the more obscure departments, deliberately so, is the department of the Keepers. This very small department consists of custodians of special items or, in a few cases, places. Sometimes, an item found by Travelers is deposited with a Keeper, who acts as the guardian for that item. Their identity and location, as well as their responsibility, are closely held secrets.

Of course, even a dedicated Society such as ours could not function without money to cover expenses. The department of accounting holds and transfers funds through major banks and Western Union, buys tickets for rail or sea travel, pays for lodging, rent, or leases, and pays stipends for dedicated research.

How does the Society communicate and stay in touch with its Travelers?

The Society uses telegrams, letters, notes, newspaper classified ads, and field personnel to pass information to our Travelers. The Society is currently securing a network of telephones in certain major cities to provide more timely communications. Travelers must notify the Society when they depart for a new location. Loss of contact will not only prevent their use for specific expeditions; it will be considered cause for review by the Shepherds of the mental and spiritual health of the Travelers. The use of codewords, code phrases, and recognition symbols, such as a white rose, are an essential part of the Society's safety program. New Travelers are urged to learn the system and old Travelers are urged not to become complacent.

How can a Traveler obtain special ammunition, such as silver bullets?

The Society is trying to encourage gunsmiths in selected locations to work with silversmiths to make silver ammunition. In addition to previous suppliers, a supplier has been developed in Hong Kong and in San Francisco, California.

What are the requirements to become a Traveler for the Society of the White Rose?

First, and most importantly, a person must have witnessed a supernatural event that serves as a motivation for them to fight the Red Death. Second, they must be sufficiently dedicated to spend considerable time and effort in this quest. Third, they must be able to read and write, in at least one language. (It is unacceptable practice for a Traveler to ask an outsider to read a Society

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letter or telegram. As these are frequently used methods of communication, persons who could not read would never find out about an Expedition.) Fourth, they must be willing to subordinate their other beliefs and biases to the goals of the Expeditions. Fifth, they must be willing to work with and to trust their teammates. The Society realizes that our international diversity will ensure that many different faiths, backgrounds, and personal prejudices will be present among the Travelers. The Society cannot screen out such attitudes. However, such attitudes shall not be allowed to degrade the effectiveness of the Expedition. Travelers who cannot have cooperative meetings with either natives or other Travelers are not effective. They may be letting their other beliefs be of greater importance to them than their dedication to fighting the Red Death. Such individuals are invited to leave the Society. Sixth, they must be willing to follow the Society security procedures.

What happens to a Traveler who breaks the law in the performance of his Expedition?

Travelers are cautioned to obey the local laws to the fullest extent possible. Membership in the Society is certainly not a license to kill, steal or cause wanton destruction. The Society of the White Rose exists to help protect our civilization. The Society cannot retrieve a Traveler out of prison other than by quasi-legal means, and it must keep all contacts indirect. The Society will not turn a Traveler over to legal authorities if the violation occurred during an Expedition and was considered necessary and unavoidable by the Council. However, Travelers who have become unacceptable liabilities will become the responsibility of the Shepherds.

Can Society members, particularly Travelers, socialize amongst each other in between expeditions?

While the Society cannot "outlaw" such meetings, frequent contact between Travelers outside of official expeditions may run the risk of a security leak and unwanted attention by our adversaries. The Society will not sponsor nor condone any group social function such as a "reunion," an "awards banquet," or a Society "picnic." The Society may need to assemble large groups of Travelers for certain types of Expeditions, which will be set up in the normal manner.

How does a member become a part of the Inner Circle?

Becoming a senior member of the Society of the White Rose has more requirements than just being experienced. One must show seasoned judgment, quick wit, impeccable morals, and unfaltering dedication in the Society's work. From time to time, more experienced members will be given the opportunity to witness and support different aspects of the Society's operations. Recommendations from current senior members are mandatory. ■

W. R. L.

LD CAMPAIGN COORDINATOR'S NOTES

A collection of LIVING DEATH modules, called the Inner Circle series, is planned to highlight some of the other facets of the Society's operation. Participation in these adventures will hopefully simulate some of the feel of the various activities of the Society. However, actively played heroes will not be assigned any senior positions within the Society nor will any LD "metagame" activities be created or supported.

Some heroes have been attempting to load shotguns and scatterguns with shot other than lead. Packing the barrel(s) with fine materials (rocks, metals, etc.) will work only once, ruining the barrel(s). The cone-shaped spray will be effective out to 20 feet. Special material pellet packing of shells is possible. The costs are denoted below. Skill in gunsmithing, access to the materials, and time are of course required. The use of silver or gold pellets will not harm the barrels. Use of minerals or irregular-shaped materials will damage the barrel(s) after 3 such firings. These rules will be developed further when the 3rd Edition version of LIVING DEATH campaign is presented.

FOR SHOTGUNS OR SCATTERGUNS

Material	Equipment Cost	Cost per Shell
Silver	$75	60¢
Gold	$100	$5
Copper	$120	10¢
Rock	$15	5¢

Hey, if you think I suck, check out those goobs on page 32

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internet 101

CRIME DOESN'T PAY (MUCH) BY ED GIBSON

WARNING: some of the pictures and text on these web sites may be disturbing to young and/or sensitive viewers.

The topic of this month's issue is thieves. Now, most thieves are smart enough not to put up web pages about their exploits, with the possible exception being the Internal Revenue Service, at http://www.irs.gov. When I last visited, they even have a picture of a poor taxpayer with his head in a vise.

The IRS seems to be taking lessons from historical treatments of criminals and heretics. See if you can spot the inspiration for the IRS web site among Torture and Death Penalty Instruments at http://www.cecut.org.mx/GALERIA/tortura/torture.htm. This site offers pictures of actual instruments, woodcuts showing their use, and text describing their historical and contemporary usage.

While we're looking at the medieval era, visit http://www.fordham.edu/halsall/sbook-law.html for a broad list of links on medieval law. The site offers a great deal more information than might be expected from the title, ranging from edicts of the Roman emperors and Roman law to modern law. The site contains information on Jewish and Islamic law as well as a variety of topics on Canon (Catholic) laws and selected papal decrees. Of particular interest are several documents dealing with the Inquisition, one of the more notable being selected confessions from the Inquisition Record of Bishop Jacques Fournier at http://www.sjsu.edu/depts/english/Fournier/jfournhm.htm. These documents offer a glimpse at the mindset which led to the Inquisition.

The last entry we'll discuss at the Fordham site is the Magna Carta, http://www.fordham.edu/halsall/source/mcarta.html. The publication of this document in 1215 marked a turning point in feudal society. The Magna Carta established the rights of the king, but protected the lesser nobility from royal whim. The freedom of the church was established and the rights of towns and subjects to operate without excessive interference was legislated. The Magna Carta could be used to establish the laws in a fantasy campaign providing a historically accurate approach. A problem which many campaigns suffer from is basing the campaign laws on modern morality (i.e. political correctness), and not on historical models.

Returning to modern approaches to crime and punishment, the Corrections Connection http://www.corrections.com promises the largest group of corrections oriented links. It provides a lot of information, but I was unsuccessful in finding a source for one of those orange prisoner jumpsuits for next Halloween. It has an interesting link for a mock prison riot which is being held in Moundsville W.V in May. There is an exhibition of corrections equipment as well as training sessions. See http://www.oletc.org for further details. If it does nothing else for your campaign, it will provide a diagram of a large prison complex.

I recommend visiting the Alcatraz Island web site at http://www.nps.gov/alcatraz/index.html. This site not only offers information on Alcatraz Island's past history as a fort and a prison, but can also be used as a model for a villain's island stronghold. I took the Alcatraz tour a few years ago, and recommend it to anyone who finds themselves in the San Francisco area. The feeling of isolation despite the nearness of civilization is remarkable.

We first visited our friends in the FBI several issues ago. This month, we're going back to take a look at famous cases, http://www.fbi.gov/yourfbi/history/famcases/famcases.htm. From the Brink's Robbery ($1.2 million in cash and another $1.56 million in checks, money orders and securities – quite a haul for 1950) to Bonnie and Clyde, a number of cases are profiled. These cases provide an overview of how the FBI reacts to a crime, and what measures are taken to catch the criminals.

There are several sites with extensive criminal justice links on the Web. The largest I was able to find is Ira Wilsker's site, http://www.ih2000.net/ira/ira.htm, but this hasn't been updated in a long time. Another web site with a multitude of criminal justice links is Cecil Greek's, which is located at http://www.criminology.fsu.edu/cj.html. If you have a few hours to spare, just start browsing through the links and see where they lead you. A quick trip through the forensics section reveals information on investigating and photographing crime scenes at http://police2.ucr.edu/csi.html.

I'd like to close April's column with a site featuring medical experimentation on captives. Shocking as it may seem, there is a web site which features scientific research as innocent victims are dropped from six-story buildings, immersed in alcohol and burned, irradiated in microwave ovens and other atrocities too brutal to mention here. This secret site is located at http://209.126.72.199 (no cute names here). This site is only for those with strong stomachs, so don't complain to Erik Mona (polyhedron@wizards.com) if the sight of hapless Twinkies™ being tortured upsets you.

That's all for this issue; if you have any questions or suggested sites for future issues, please send them to polyhedron@wizards.com. ■

AND IF IT WASN'T FOR THOSE PESKY KIDS, I WOULDA GOT AWAY WITH IT, TOO!

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reader survey

WE'RE HERE TO HEAR

Please rank each article or section of the magazine from 1-5 with 1 being "Maw, git mah gun!" and 5 being "Well Ah'll be a monkey's uncle!" (In case you were wondering, 1 is bad, and 5 is good. Thank you for playing.) Please include any other comments you feel are appropriate, except stuff where you say you hate monkeys. All responses received on or before June 1, 2000 will be entered for a drawing to win a free copy of ALTERNITY: GAMMA WORLD. Woo-hoo!

RPGA # _____ Name _____

	RATING				
ARTICLE	**1**	**2**	**3**	**4**	**5**
Erik's Editorial	☐	☐	☐	☐	☐
Notes From HQ	☐	☐	☐	☐	☐
Table Talk	☐	☐	☐	☐	☐
WF 2000 in Review	☐	☐	☐	☐	☐
LIVING CITY Update	☐	☐	☐	☐	☐
ORIGINS/GEN CON Preview	☐	☐	☐	☐	☐
Elminster's Everwinking Eye	☐	☐	☐	☐	☐
You Rogue!	☐	☐	☐	☐	☐
Dragon Fists of Legend: Kailang	☐	☐	☐	☐	☐
Watching the Streets	☐	☐	☐	☐	☐
The Silent Network	☐	☐	☐	☐	☐
The Society of the White Rose	☐	☐	☐	☐	☐
Internet 101	☐	☐	☐	☐	☐

Achaierai

C.I.F.A.L.
(Colonial Insect-Form Artificial Life)

Enveloper

Carbuncle

Polyhedron Reader Response #141
P.O. Box 707
Renton, WA 98057-0707 USA

FAX: 425-226-3182
Email: polyhedron@wizards.com

COMMENTS

The monsters to the left appeared in the 1st Edition *Fiend Folio*™. All of them suck. Which one sucks hardest?

Is that your final *answer*?

Now tell us what you thought of this issue.

Monsters of Rot!

Is that your *final* answer?

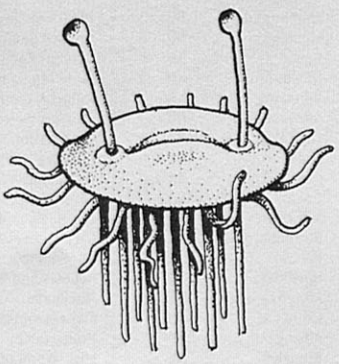
Origins Event Grid

Event	Marshal	Cost	Thursday Slot 1 8a-12	Thursday Slot 2 12-4p	Thursday Slot 3 5p-9p	Thursday Slot 4 9p-1a	Friday Slot 5 8a-12	Friday Slot 6 12-4p	Friday Slot 7 5p-9p	Friday Slot 8 9p-1a	Saturday Slot 9 8a-12	Saturday Slot 10 12-4p	Saturday Slot 11 5p-9p	Saturday Slot 12 9p-1a	Sunday Slot 13 8a-12
Characters Provided															
AD&D Team	A	$2.50	717						718			Final			
AD&D Replay	B	$2.50	719					720					721		
AD&D Special	B	$2.50		722			723		724			725			
AD&D Masters	B	$2.50			726						727				728
AD&D Grand Masters	B	$2.50			729						730				731
AD&D Ravenloft	B	$2.50				732				733				734	
Alternity® Gamma World	F	$2.50				768				769				770	
Call of Cthulhu Feature	E	$2.50				765				766				767	
Call of Cthulhu Masters	F	$2.50	777					778				779			
Deadlands	G	$2.50	783							784				785	
Marvel Super Heroes (Saga)	G	$2.50			786		787						788		
Paranoia	G	$2.50		789				790				791			
Living™ Campaigns															
Living City™ Feature	C	$2.50	735				736		737		738		739		
Living City Benefit	D	$5.00			750			751	752			753		754	
Living City Replay	C	$2.50		740		741		742		743		744			
Living City Special	D	$5.00	747				748				749				
Living City Dungeon (replay)	D	$2.50													755
Living City HUD 1	C	$5.00			745										
Living City HUD 2	C	$5.00											746		
Living Death™ Feature	E	$2.50		759			760						761		
Living Death Special	E	$2.50			762			763			764				
Living Jungle™ Feature	E	$2.50	756						757						758
Living Verge™ Feature	F	$2.50			771		772				773				
Living Verge Special	F	$2.50		774				775					776		
Virtual Seattle Feature	G	$2.50				780			781						782
Living City Interactive	Hall	$5.00								793					
* number are event numbers to use when signing up															

The Monsters Love Forgot

A CYCLOPEDIA OF SUCK

Dire Corby
"Please end my pain..."



Flumph
"If I close my eyes forever, will it all remain the same?"

Gorbel
"Got any schpare change?"

Ogrémoch
"Hey, Kool-Aid!"

Adventurer's Guild™ Retailers

PLAY MORE GAMES

canada

STORE NAME	LOCATION	
The Sentry Box	Calgary	AB
The Goblin's Lair	Edmonton	AB
Warp 1 Comics	Edmonton	AB
Mission: Fun & Games	St Albert	AB
Impact Cards	Chilliwack	BC
Terry's Games Plus	Chillliwack	BC
ABC Books & Inner Sanctum	Courtenay	BC
Riverside Collectibles	Kamloops	BC
Candlewood Books	Brandon	MB
Campaign Outfitters	Winnipeg	MB
Pendragon	Winnipeg	MB
Carpenter's Comics & Games	Marimichi City	NB
Mirror Universe	Dartmouth	NS
Cool Worlds Comics and games	Wolfville	NS
Game Masters Emporium	Chatham	ON
Sci Fi World	Concord	ON
The Comic Book Shoppe	Nepean	ON
Wyldstar Comics	Oshawa	ON
House of Comics & Coll.	Sault Ste. Marie	ON
Emerald Comics	Scarborough	ON
7 Star comics	Sudbury	ON
Crunchy Frog Comics	Toronto	ON
Le Griffon Jeux Et Fantasies Inc.	Sherbrooke	QC
Libraire Donjon	Quebec City	QC
Park Ex comix	Montreal	QC

united states

STORE NAME	LOCATION	
Bosco's	Anchorage	AK
The Comic Shop	Fairbanks	AK
Kings Table Comics and Games	Anniston	AL
Lion And The Unicorn	Hoover	AL
Dr Bob's Game Shop	Huntsville	AL
Ball & Claw	Pelham	AL
Little Shop Of Magic	Flagstaff	AZ
Hardcastle Cards &Games	Tucson	AZ
Golden Glove Comics	Bakersfield	CA
Carlsbad Game Cove	Carlsbad	CA
Epic Worlds Games and Books	Castro Valley	CA
We Be Games	Chatsworth	CA
BAT Comics	Chico	CA
All Star Games	Diamond Bar	CA
North Coast Role Playing	Eureka	CA
Scenario Game & Hobby Shop	Fremont	CA
Area 51	Fresno	CA
Uptown Music and Video	LaJunta	CA
The War House	Long Beach	CA
Comic Dreams	Manteca	CA
World of Comics	Manteca	CA
The Gauntlet	Modesto	CA
Dark Forest Games	Montclair	CA
Neutral Ground	Mountain View	CA
McCormack's Miniatures	Redding	CA
Game Town - Old Town	San Diego	CA
East Bay Books	San Landro	CA
Gator Games and Hobby	San Mateo	CA
Metro Comics - Santa Barbara	Santa Barbara	CA
Metro Entertainment	Santa Barbara	CA
Ace Computers And Games	Santa Rosa	CA
Clark's Trading Comics & Cards	Santa Rosa	CA
Third Planet	Torrance	CA
Black And Read Bookstore	Arvada	CO
Attactix	Aurora	CO
Enchanted Grounds	Aurora	CO
Game Lair	Thornton	CO
Nexus Games	Hamden	CT
Dreamland Games	Hampden	CT
Fathers and Sons Hobby Shop	Manchester	CT
The Grid	Manchester	CT
Dragon's Lair	West Hartford	CT
Cosmic Games	Bradenton	FL
A-1 Comics	Coral Gables	FL
War Dogs Game Center	Jacksonville	FL
Hidden Guild Games	Lake Worth	FL
Comic Warehouse, Inc.	Naples	FL
Coliseum Of Comics	Orlando	FL
Sci Fi City	Orlando	FL
Emerald City Comics	Seminole	FL
Neutral Ground	Alpharetta	GA
Tyke's Games	Athens	GA
Augusta Book Exchange	Augusta	GA
Outer Limit Comics	Centerville	GA
Dr. No's	Marietta	GA
The War Room Norcross	Norcross	GA
Titan Games	Smyrna	GA
Titan Games 2	Smyrna	GA
The Dragon's Horde	Stone Mountain	GA
Other Realms	Honolulu	HI
Mayhem Colectibles	Ames	IA
Regal Miniatures	Clive	IA
Kevdog Games	Fort Dodge	IA
Spud's Emporium Of Comics & Games	Ottumwa	IA
Castle Perilous	Carbondale	IL
Bear Production	Champaign	IL
Dizzy Dugout	Collinsville	IL
A.F. Books And Comics	Frankfort	IL
3D House Of Games	Mokena	IL
Game Emporium	Moline	IL
Hobbytown USA	Oak Park	IL
Main Street Music	Waterloo	IL
Galactic Games	Crown Point	IN
Books Comics and Things	Fort Wayne	IN
Clubhouse Comics	Highland	IN
Crazy Eddie's Comics	Munster	IN
Game Closet	Terre Haute	IN
The Game Preserve	W. Lafayette	IN
Fisher's Variety	Bonner Springs	KS
Comic Corner	Lawrence	KS
Collectors Pair Of Dice	Salina	KS
Book & Music Exchange	Louisville	KY
Galactic Goods	Kenner	LA
All Star Cards & Comics	Leesville	LA
Clint's Comics	Monroe	LA
The Magic Guild	Leominster	MA
Awffrey's Games and Hobbies	Malden	MA
Collector's Universe	Palmer	MA
Red Lion Smoke Shop Inc	Salem	MA
Stillpoint Cards Comics & Games	Somerset	MA
The Dragon's Lair	West Springfield	MA
Dragon's Lair	Worcester	MA
Alliance Comics	Bowie	MD
Dream Wizards	Rockville	MD
All About Games	Belfast	ME
Boards & Books of Fun	Brunswick	ME
CMR Arts, Crafts & Hobbies	Clio	MI
Sportscards Plus	Fort Gratiot	MI
Neutral Ground	Garden City	MI
Cobblestone Crafts and Hobbies	Holland	MI
Fanfare Sports & Entertainment	Kalamazoo	MI
Collectors Corner	Midland	MI
Norm's Hobby	Mt. Pleasent	MI
Kelly's Comics	Port Huron	MI
Pastime Hobbies	Port Huron	MI
House of Comics and Collectibles	Sault St. Marie	MI
Pack Shack	Southgate	MI
Books and Things	Troy	MI
Gamer's Inn	Troy	MI
Outer Limits/ White Cap Comics	Wyoming	MI
MTM Video & Entertainment	Bemiuci	MN
John's Total Entertainment	Morris	MN
Mirkwood: Coffee, Comics, and Games	Richfield	MN
Hobbytown USA	Columbia	MO
Eddie's - The Next Generation	Kansas City	MO
Ms June's	Knob Noster	MO
Branson Comics & Coll.	Rockaway Beach	MO
Table Top Games	Springfield	MO
The Fantasy Shop	St Charles	MO
DK Hobbies	St. Louis	MO
Jak's	Biloxi	MS
Hobby Center	Hattiesburg	MS
Cosmic Comics	Helena	MT
Fan Boy Comics & Cards	Wilmington	NC
Hobbytown USA	Lincoln	NE
The Game Zone	Dover	NH
Dreamer's Den	Hillsboro	NH
Jumpgate	Portsmouth	NH
Paperback Bazaar	Somersworth	NH
Jester's Playhouse	Cape May Ct House	NJ
Time Warp Comics And Games	Cedar Grove	NJ
Comics & More	Cherry Hill	NJ
Legends & Heroes	Delran	NJ
Game Master, Ltd.	Fair Lawn	NJ
Knightmare Cards & Comics	Guttenburg	NJ
Paperback Exchange	Nanuet	NJ
Jester's Playhouse	Northfield	NJ
Alpha Omega Games	Alburquerque	NM
Gameco	Santa Fe	NM
Flights Of Fantasy	Albany	NY
Tranquil Domain	Brooklyn	NY
Area 51	Cortland	NY
The Guild	Mastic Beach	NY
Neutral Ground	New York	NY
Grand Slam	Olean	NY
The Games Master	Plattsburgh	NY
The Wizards Guild	Queensbury	NY
Acme Games	Cincinnati	OH
The Warzone Corp	Cleveland	OH
Corner Comics	Columbiana	OH
Comic Town	Columbus	OH
Ravenstone Games	Columbus	OH
Locker Room Cards	East Liverpool	OH
Diversions	Newbury	OH
Great Eastern Comics	Oregon	OH
Matrix Games	Sheffield Lake	OH
Game Room	Toledo	OH
Wizard's Tower	Troy	OH
Game Headquarters	Oklahoma City	OK
Ivory &Steel	Stillwater	OK
Fantastic's Comics and Games	Tahlequah	OK
Original Game Shop	Tulsa	OK
Starbase 21	Tulsa	OK
Rainy Day Games	Aloha	OR
Gambit Games	Bend	OR
His Junk/Her Treasure	Coos Bay	OR
Emerald City Comics	Eugene	OR
Magika West	Forest Grove	OR
Moore Games	Grants Pass	OR
Peirsol's Sewing and Hobby	Hermiston	OR
Ancient Wonders	Tualatin	OR
Infinity Unlimited	Ambler	PA
Gatehouse Games	Duncansville	PA
Gateway Comics & Cards	Erie	PA
Comix Universe	Hanover	PA
Alchemist Traders	Honesdale	PA
Allied Hobbies	Langhorne	PA
The Gaming Center 2	Mayfield	PA
Wizard's Citadel	Middleton	PA
Comics & More	Philadelphia	PA
Phantom Of The Attic	Pittsburgh	PA
Nittany Line Hobbies	State College	PA
TSG Hobbies	Warrenton	PA
Griffon Games	Wind Gap	PA
The Game Keeper	Providence	RI
Planet Comics	Anderson	SC
The Tangled Web	Spartanburg	SC
Let The Games Begin	Taylors	SC
Mind Games, Inc.	Sioux Falls	SD
The War Room	Clarksville	TN
Warrior's Palace	Clarksville	TN
Blackthorn	Dickson	TN
G's Galaxy Comics	Greensville	TN
Gamescape	Jackson	TN
Dewayne's World Of Comics & Games	Kingsport	TN
Game Master	Memphis	TN
Temple Games	Murfreesboro	TN
The Barony	Oak Ridge	TN
Big Apple Comics	Amarillo	TX
Games Galore	Arlington	TX
Dragon's Lair Comics & Fantasy	Austin	TX
Bcs Books & Comics	Bryan	TX
We Also Sell Games	Cedar Park	TX
Gamer's Guild	Corpus Christi	TX
Grand Slam Sports & Comics	Fort Worth	TX
Games Unique	Friendswood	TX
Games Master 1	Houston	TX
Astral Castle Book & Games	Midland	TX
Power House Comics	Nash	TX
Kaboom Comics	Plano	TX
Games Unique	San Antonio	TX
Frontier games, Inc.	Spring	TX
Software Asylum Too	Sweetwater	TX
Heroes & Fantasies	Universal City	TX
The Game Closet	Waco	TX
Horizon Games	Webster	TX
Dragons Keep	Provo	UT
Table Top Games	Salt Lake City	UT
Fantasy Forum	Falls Church	VA
Atomic Comics	Hampton	VA
Imagination Station	Hampton	VA
Roanoke Hobbies	Roanoke	VA
The Dagger's Sheath	Virginia Beach	VA
Cavern Games	Kennewick	WA
The Magic Store	Oak Harbor	WA
Gary's Games & Hobbies	Seattle	WA
Gorilla Bob's	Spokane	WA
Nybbles And Bytes	Tacoma	WA
The Realm	Deforest	WI
Clairemont Comics	Eau Claire	WI
Hobby Depot	Hartford	WI
Lost World of Wonders	Milwaukee	WI
Hobbytown USA	Sheboygan	WI
Wonderous Realms	Waukesha	WI
Gateway. Inc.	Morgantown	WV